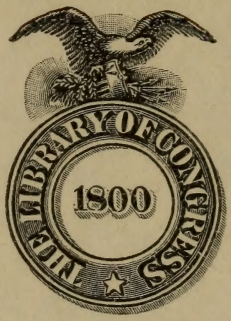
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THE STANDARD HOYLE

A COMPLETE GUIDE

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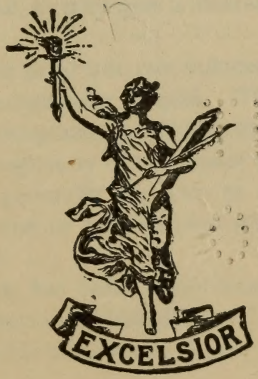
RELIABLE AUTHORITY UPON ALL GAMES OF CHANCE OR SKILL NOW PLAYED IN THE UNITED STATES

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NATIVE ORIGIN OR FOREIGN INTRODUCTION

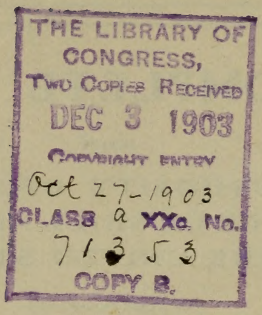
FULL EXPLANATIONS HOW THE VARIOUS GAMES ARE TO BE PLAYED, WITH DIAGRAMS AND ILLUSTRATIONS

New and Revised Edition



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PREFACE.

A FAITHFUL endeavor has been made in this volume to present all the best known games of cards. It is believed, then, that THE STANDARD HOYLE is complete, containing a greater number of games in actual usage, with the explanations in regard to the playing of them, than any work yet published. Little that is original can be claimed for a volume of this character, as the rules governing many of the games are fixed; but what may be asserted is this, that when changes have been made, due to the modernizing of certain games, such alterations have been diligently sought for, and are to be found incorporated in the work. Many of these leading games have been entirely rewritten by various experts, and present, therefore, novel features. Prints of the cards themselves, in particular combinations, will be found useful, as they give a clearer insight into the peculiarities of games.

It would be impossible to print into one volume the thousand and one games which are only occasionally played. The larger proportion of such games have but a temporary existence, and played to-day are forgotten to-morrow. The ingenuity of the maker of new games is endless, but his apparent genius generally amounts to nothing more than the changing or blending of one or two well-known games and the production of a worthless hybrid.

The STANDARD HOYLE has been supplemented with the leading in and out of door games due to physical skill, and the description of such games, with their rules, adds in no small degree to the general usefulness of the volume.

The endeavor has been made not so much to condense as to get rid of that unnecessary verbiage which so often overloads the text in books on games. This book is compiled, then, not alone for those who wish to acquire a new game, but is to be consulted by the expert who desires information in regard to the rules governing games.

CARDS AND THE ORIGIN OF CERTAIN GAMES OF CARDS.

Archæological discussions in regard to the origin of cards are always interesting. As ethnologists trace the migrations of races, their studies are not directed alone to the resemblances of animal types, but the ways, manners, and customs of the various races of men are examined and compared. Looking at the subject in its broadest and most philosophical light, it must be apparent that as soon as primitive man became freed, in a certain measure, from the necessity of appeasing his hunger, or protecting himself from his enemies, there arose a desire for amusement. A stone, the first natural object found, if thrown into the air, will fall on one or the other side, and these sides differing in some simple way must have originated the game of Pitch and Toss. The antiquity of dice cannot be fathomed, for knuckle bones were played with in the most remote times. Some one has written a series of interesting chapters, not on the origin of games, but descriptive of their adoption by various peoples. In most of the cases the beginning was in the far East. In that long-lost civilization where art and luxury existed, the idea must be entertained that there was leisure. Men did not work all the time. There was need for recreation.

As to the origin of cards—that is, pictures printed on some kind of lasting substance, not necessarily paper—an advanced condition of civilization is to be presumed. Long and learned efforts have been made to show that playing-cards were first known in India and China and carried from these countries to Europe. The question, we think, is not one as to invention of cards, but simply as to the time when cards were brought, if they were brought at all, from the East to the West. It is useless, then, to speculate as to when or where cards were first used. We do not see anywhere the possibility mentioned that the Crusaders might have acquired some inkling of cards from the Saracens. Might not the Moors, some centuries before the crusades, have introduced their games of chance through Africa to Granada? We do not dismiss, then, in a few words, speculations advanced by those who favor the idea of the Oriental derivation and transmission of playing-cards. A newer element, however, is one which is gradually being advanced by archæologists in regard to many "inventions." It is this: that in accordance with the wants of mankind, human brains have striven toward the accomplishment of the same things in various parts of the world; or, in other words, similar objects have been fashioned without one race of men having any possible connection with another.

The earliest date, which has never been disputed, and from which the

positive history of playing-cards in Europe begins, is the one discovered by Père Menestrier in the registers of the *Chambres des Comptes* of Charles VI. of France, the account being that of Charles Poupart, the royal Treasurer. In the account commencing 1st of February, 1392, is the following entry: "*Donné a Jacquemin Gringonneur, peintre, pour trois jeux de cartes à or, et à diverses couleurs, ornés de plusieurs devises, pour porter devers le Seigneur Roi, pour son ébatement LVI sols Parisis.*" That is, "Given to Jacquemin Gringonneur, painter, for three packs of cards in gold and various colors, and ornamented with several devices, to carry before the Lord our King, for his amusement, fifty-six sols of Paris."

The conclusion drawn from this passage, that cards were invented for the use of Charles VI., is unwarrantable. A careful examination of the wording shows that the payment was for *painting*, not for *inventing* cards. The general tenor of the entry, the simplicity with which it is made, the absence of any allusion to novelty in the conception, all point to the conclusion that playing-cards were already known; and that these cards were executed to special order, with more elaborate gilding and coloring than usual, as would probably be the case with cards intended for the personal use of royalty.

There are seventeen pieces in the National Library, Paris, which are erroneously called the Gringonneur or Charles VI. cards of 1392. They are in reality fine Venetian tarots of the fifteenth century, in the opinion of some judges not earlier than 1425.

In conclusion, it may be stated that the xylographic art, or printing from a surface which receives the ink and makes an impression, in fact printing, is derivable from the cardmakers of yore. Cards first were stenciled; then later the design was cut roughly on wood and put through the press. If the earliest known print taken from a wood block is the St. Christopher or the St. Sebastian of the first or second quarter of the fifteenth century, there is the certainty that there were playing-cards, with rough engravings on them, of a much earlier date. It need not shock then human susceptibilities to learn that the precursors of the pictures of saints were first the stencils, then the rough blocks made for the decoration of playing-cards.

In 1328 there is a French romance which inveighs against the folly of games such as "Dice, Checkers, and Cards." Cards must have been in use then for many years prior to this date. The account given by Charles Poupart in 1392 of the cards made for Charles VI. has already been presented. The price paid the artist, Gringonneur, "56 sols of Paris," would be equivalent to $40 to-day. We have the cost of a pack of cards,

not made for kings, in 1454, which was 5 sous Tournois. In 1397 there is an edict promulgated by the Provost of Paris, forbidding people from playing "tennis, bowls, dice, cards on working days." The oldest printed cards in any private collection are of 1442. Cards were well known in Italy in 1379. There is a manuscript of that year which intimates that cards came from the land of the Saracen and were called Naib. The Duke of Milan in 1415 had cards painted on pieces of ivory. About this same time the Flemish nobles played with cards made of thin sheets of silver. In 1404 the Synod of Langres forbade the clergy playing cards. In 1423 St. Bernard of Sienna preached against playing cards, and with such effect that the people brought their "cards, dice, and games of hazard" and burnt them. Card-making must have been one of the important manufactures of Venice, because, in 1441, the Senate issued a decree ordering the Venetians to encourage cards made in Venice, and putting an embargo on the importation of foreign cards. In this decree prints of a sacred character for altar-pieces and playing-cards are classed in the same category.

The oldest pack of 52 cards known in the United States is one in perfect preservation, of the year 1642. It was found at an old house in New Jersey in 1870. The cards had never been used. The cards are English ones.

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WHIST.

BY WILLIAM POLE.

WHIST is a well-known game at cards, which requires great attention and silence: hence the name. It is played by four persons, who cut the cards for partners. The two highest and the two lowest are together, and the partners sit opposite to each other. The person who cuts the lowest card is to deal first. In cutting, the ace is lowest.

Each person has a right to shuffle the cards before the deal; but it is usual for the elder hand only, and the dealer after.

The pack is then cut by the right-hand adversary; and the dealer distributes the cards, one by one, to each of the players, beginning with the person who sits on his left hand, till he comes to the last card, which he turns up, being the trump, and leaves on the table till the first trick is played.

The person on the left-hand side of the dealer is called the elder hand, and plays first; whoever wins the trick, becomes elder hand, and plays again; and so on, till the cards are played out.

The tricks belonging to each party should be turned and collected by the respective partner of whoever wins the first trick.

All above six tricks reckon toward the game.

The ace, king, queen, and knave of trumps, are called honors; and if three of these honors have been played between, or by either of the two partners, they reckon for two points toward the game; and if the four honors have been played between, or by either of the two partners, they reckon for four points toward the game.

The game consists of ten points.

No one, before his partner has played, may inform him that he has, or has not, won the trick: even the attempt to take up a trick, though won, before the last partner has played, is deemed very improper.

No intimations of any kind, during the play of the cards, between partners, are to be admitted. The mistake of one party is the gain of the other. There is, however, one exception to this rule, which is in case of a revoke. If a person does not follow suit, or trumps a suit, the partner is at liberty to inquire of him, whether he has none of that suit in his hand. This indulgence must have arisen from the severe penalties annexed to revoking, which affects the partners equally, and is now generally admitted.

EXPLANATION OF TECHNICAL TERMS USED IN THE MODERN SCIENTIFIC GAME.

BRING IN.—See ESTABLISH.

COMMAND.—You are said to have the command of a suit when you hold the best cards in it. If you have sufficient of them to be able to draw all those in the other hands (as would probably be the case if you had ace, king, queen, and two others), the command is *complete;* if not, it may be only *partial* or temporary. *Commanding cards* are the cards which give you the command.

CONVENTIONAL SIGNALS are certain modes of play designed purposely, by common consent, for the object of conveying information to your partner. The principle was sanctioned by Hoyle, and several of them are established and legalized in the modern scientific game; as, for example, the signal for trumps; the return of the highest from a short suit; playing the lowest of a sequence; discarding the highest of a suit of which you have full command, and so on.

DISCARD.—The card you throw away when you have none of the suit led, and do not trump it. In the modern game, your first discard should be from a short or weak suit.

ESTABLISH.—A suit is said to be established when you hold the complete command of it. This may sometimes happen to be the case originally, but it is more common to obtain it in the course of the play by "clearing" away the cards that obstructed you, so as to remain with the best in your hand. It is highly desirable to *establish* your long suit as soon as you can, for which purpose not only your adversaries' hands, but also your partner's, must be cleared from the obstructing cards.

When your suit is once established, if the adversaries' trumps are out, and you can get the lead, it is obvious you may make a trick with every card of it you hold; and this is called *bringing it in.*

The establishment and bringing in of long suits form the great distinguishing features of the modern scientific game.

FALSE CARD is a card played contrary to the established rules or conventions of the game, and which therefore is calculated to deceive your partner as to the state of your hand; as, for example, following suit with the highest or middle card of a sequence, or throwing away other than your lowest card. The play of false cards without very good reason is characteristic only of hopelessly bad players.

FINESSING is an attempt, by the third player, to make a lower card answer the purpose of a higher (which is usually his duty to play) under the hope that an intermediate card may not lie to his left hand. Thus, having ace and queen of your partner's lead, you *finesse* the queen, hoping the fourth player may not hold the king. Or if your partner leads a knave, and you hold the king, you may *finesse* or *pass* the knave, *i. e.*, play a small card to it, under the hope that it may force the ace. The word is sometimes applied to cases where it is *certain* the inferior card will answer the purpose intended; as, for example, where the left hand has already shown weakness. But this is clearly a misuse of the term, for unless there is a *risk* of the card being beaten, it is only ordinary play, and can involve no *finessing*—properly so called.

You are said to finesse *against* the intermediate card, and sometimes also against the person who holds it; but as by the nature of the case it should be unknown where the card lies, the latter meaning is apt to create confusion. The *person* against whom you act is more correctly the fourth player.

FORCING means obliging your partner or your adversary to trump a trick, by leading a suit of which they have none.

GUARDED SECOND, or SECOND-BEST GUARDED, is the combination of the second-best card for the time being, with a small one to *guard* it against being taken by the best; as, for example, king and a small one originally, or knave and a small one when the ace and queen have been played.

This combination is an important one, having an advantage analogous to that of the tenace; namely, that if the suit is led by your left-hand adversary, you are certain (bar trumping) to make your second-best card.

HONORS are the ace, king, queen and knave of trumps; the term, however, is often applied to the same cards in plain suits. The ten and nine are sometimes called *semi-honors*.

LEADING THROUGH, or UP TO.—The person who leads is said to lead *through* his *left* hand adversary, and *up to* his *right* hand one, such being the direction in which the play runs.

LONG CARDS are cards remaining in one hand when all the rest of that suit have been played.

LONG SUIT.—One of which you hold more than three cards. See STRENGTH.

LOOSE CARD means a card in hand of no value, and consequently the fittest to throw away.

MAKE.—To *make* a card means simply to win a trick with it.

MASTER CARD, or BEST CARD, means the highest card in at the time. Thus, if the ace and king were out, the master card would be the queen. This is sometimes also called the "king card," a name likely to cause confusion.

OPENING.—Term borrowed from chess, to denote the system on which you commence or open your game when you get your first lead.

PLAIN SUITS are the three suits not trumps.

RE-ENTRY.—A card of re-entry is one that will, by winning a trick, bring you the lead at an advanced period of the hand.

RENOUNCE.—When a player has none of the suit led he is said to renounce that suit.

REVOKE.—If he fails to follow suit when he *has* any of the suit, he *revokes*, and incurs a serious penalty.

RUFFING is another word for trumping a suit of which you have none.

SCORE.—The counting or marking of the progress of the game. Attention to the score, which is very necessary in playing, refers not only to the progress, but also to the prospects of the game, as evidenced by the tricks made and honors held in the current hand.

SEESAW, or SAW, is when each of two partners ruffs a different suit, so that they may lead alternately into each other's hand.

SEQUENCE.—Any number of cards in consecutive order, as king, queen, and knave. The ace, queen, and ten would form a sequence if the king and knave were out.

A tierce is a sequence of three cards; a quart of four; and a quint of five.

A *head sequenee* is one standing at the head of the suit in your hand, even though it may not contain the best card. A *subordinate* sequence is one standing lower down, and it is an *intermediate* sequence if you hold cards both higher and lower.

SHORT SUIT.—One of which you hold originally not more than three cards. See STRENGTH.

SIGNAL FOR TRUMPS.—Throwing away unnecessarily and contrary to ordinary play, a high card before a low one, is called the signal for trumps, or asking for trumps; being a command to your partner to lead trumps the first opportunity—a command which, in the modern scientific game, he is bound to obey, whatever his own hand may be.

SINGLETON.—A French name for one card only of a suit.*

STRENGTH, STRONG SUIT, STRONG HAND.—These are terms which it is highly essential to have clearly defined, as their interpretation lies at the root of the theory of the modern scientific game.

The cards of any suit contained in your hand may vary in two different ways: as regards number, and as regards rank.

As regards number of cards—as there are thirteen cards to divide among four persons, it is clear that three cards or less will be under the average, while four cards or more will be over the average due to each person.

Again, as to rank, the middle card of a suit is the eight; any cards you hold above this may be considered high cards; any below, low cards.

Now, it has been the habit to use the terms *strength* and *weakness*, as applied indiscriminately to either number or rank—a practice which, though no doubt it may be defended analogically, is yet calculated to cause great confusion in the mind of the student, inasmuch as the two things must be very differently regarded in any scientific system of play. If, for example, a strong suit has been spoken of, it might mean either one in which you possess a large number of cards (as, say, the two, three, four, five, six, and seven), or in which you hold only a few very high ones, as, say, ace, king, and queen; the former being numerical strength, the latter strength of rank.

This twofold meaning has, however, become so firmly implanted in Whist nomenclature that it would be useless to attempt to eradicate it. All we can do is to endeavor to get a little more perspicuity by using as much as possible the term *long* suit to indicate strength in numbers, leaving the word *strong* to apply chiefly to high cards.

Thus any suit of which you hold four or more will be called a *long* suit, being longer than the average. Any suit of three or less will be called a *short* suit, being shorter than the average.

When we speak of a *strong* suit, we shall generally refer to one containing cards of a higher than average rank, and of a *weak* suit the contrary.

A long suit will naturally have a greater chance of containing high cards than a short one, and this is probably the reason why the confusion of terms has arisen.

A STRONG HAND is difficult to define, further than as one likely to

---

* The learned author is in error in regard to the derivation of Singleton which is not French, but English.—EDITOR.

make many tricks; a *weak* one the contrary. The terms are often misused when parts of the hand only are referred to; as, for example, when you are advised to "lead up to the weak hand," which merely refers to a hand weak in the particular suit you lead.

STRENGTHENING PLAY is getting rid of high cards in any suit, the effect of which is to give an improved value to the lower cards of that suit still remaining in, and so to strengthen the hand that holds them. Strengthening play is most beneficial to the hand that is *longest* in the suit.

TENACE.—A tenace, in modern Whist,* is understood to mean the combination, in the same hand, of the best and third best card for the time being of any suit; as, for example, the ace and queen originally, or the king and ten when the ace and knave have been played.

The advantage of this combination is that, if you are fourth player in the suit, you will certainly (bar trumping) make two tricks in it; and it is therefore much to your interest that the suit should be led by your left-hand adversary.

The word has nothing to do with *ten* and *ace;* it probably comes from the Latin *tenax*, the policy being to hold back the suit containing the tenace rather than to lead it.

A MINOR TENACE is the combination of the second and fourth best cards.

UNDER-PLAY usually signifies keeping back best cards, and playing subordinate ones instead. This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out; but it requires care and judgment to avoid evil consequences from deceiving your partner, and from having your best cards subsequently ruffed.

WEAKNESS, WEAK SUIT. See STRENGTH.

ON THE MANAGEMENT OF TRUMPS.—The treatment of trumps is a great puzzle to ill-taught players, who generally use them in the wildest and most unskilful way. To play them in detail to the best advantage always requires much judgment, even in the most educated; but the general principles of their management are easily and clearly determined by our theory, as we shall endeavor to show.

Trumps may be used for three distinct purposes—namely:

1. To play as ordinary or plain suits. This use, however, ignores their higher or *special* value, and ought therefore to be made quite subordinate to the other two.

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* The old writers use this word as referring rather to the *position* than the cards; but the meaning in the text is the more modern one.

2. To make tricks by trumping.

3. To aid in making your own or your partner's long suits or high cards.

The theory we have enunciated points clearly to the third use of trumps as the highest and most scientific, and accordingly this application of them is always the most prominent in the scientific game. It is obvious that the chief obstacle to making long suits is their being trumped by the adversary; and that therefore the advantage will be with that party who, having predominant strength in trumps, can succeed in drawing those of the adversaries.

For this reason, whenever you have *five trumps*, whatever they are, or whatever the other components of your hand, *you should lead them;* for the probability is that three, or at most four, rounds will exhaust those of the adversaries, and you will still have one or two left to bring in your own or your partner's long suits, and to stop those of the enemy. And notice, that it is *numerical* strength of trumps that is most important for this purpose, so that you must not be deterred from leading them, even if all five should be small ones; for in this case probably your partner will hold honors, and even if the honors are all against you, you will probably soon bring down two together.

MANAGEMENT OF PLAIN SUITS.—LONG SUIT LEAD. We will show the general application of the scientific theory to the play of suits not trumps, or, as they are called, *plain* suits.

Supposing you have first lead, not being very strong in trumps, but having a *long suit* in your hand. Adhering to the established mode of "opening," you lead from your long suit, thereby at once informing your partner what is the chief component of your hand. He will recollect this, and as it is his duty to return your lead hereafter, and your interest to persevere in your suit, you will have the opportunity of "making" any good cards in it which the joint hands may contain, and you may probably after three rounds be left with one or two *long cards* of it in your own hand. These long cards will then become very valuable; if the trumps can be extracted from the adverse hands, and you can get the lead, either by a trump or a card of re-entry, they will make certain tricks: if any trumps remain against you, the long cards may be made powerful weapons of offence by *forcing* them out; so that in either case the system of play will be advantageous for you.

Next comes the question, *What card* should you lead from your long suit? To answer this fully would involve more detail than we purpose to go into here, but there are some prominent considerations that will serve as guides for general practice.

As an abstract principle, it is not good to part with your high cards at first, as it is very desirable to retain the *complete command* of the suit at a later period. Suppose, for instance, you hold ace, king, and three small ones; the most advantageous lead (if it were not for a consideration we shall enter into by and by) would be a small one; for on the second round you would have the complete command with your ace and king, being able probably thereby to draw all the others and pursue your suit to the end. When you have such command, your suit is said to be *established*, and it is evidently advantageous for you to get this effected as early as you possibly can. This principle would, therefore, dictate that your first lead should generally be the lowest of your suit.

But there is a circumstance which considerably modifies the application of this principle in practice—that is, the risk of the suit being ruffed by the adversaries;—on which account it is advisable to depart in some measure from it for the sake of making your winning cards early. Thus in the above hand of ace, king, and three small ones, if you were to begin with the smallest, reserving your two high cards for the second and third rounds, you would probably have one of them trumped; for which reason it is good policy to play them out first, at the risk of delaying the establishment of your suit.

The first-named principle will, however, always apply for leading trumps, and also for plain suits when trumps are out, as the motive for the departure from it then no longer exists.

There is also another kind of exception from beginning with the lowest, but which directly tends to promote the early establishment of your suit; namely, when you have a high sequence, such as Q. Kn. 10, at the head of your hand. In this case your endeavor should be to force out the higher cards, for which purpose you lead the highest of your sequence, say the queen, which will be almost sure to force out either the ace or king; if the other is also against you, you may, on another round, bring it out with the knave, leaving you then with the best card and probably with the entire command.

RULES AND DIRECTIONS FOR PLAY.

Many collections of Rules, carried out in considerable detail, will be found in the best modern works on Whist; but it will be useful to give here a short summary of the principal ones, arranged in a convenient form for reference.

It must be explained that among such rules are included many which

have no direct reference to the theory of the game, but are matters of detail, providing for what we may call the *accidents* of play.

SUMMARY OF RULES AND DIRECTIONS FOR PLAY.

The principles on which most of these rules are based will be found in the foregoing theoretical considerations. Some further explanations, together with notes of exceptions and other useful remarks, are appended.

THE LEAD.—Let your first or principal lead be from your best *long* suit.

If you have two suits, each of more than three cards, you may prefer the one which is *strongest* in high cards; but always avoid, if possible, an original lead from a suit of *less than four*.

Holding in this suit *ace and king*, lead king first, then ace.

This is preferable to beginning with the ace, as it may sometimes convey useful information. No good partner would trump your king led.

If you hold ace, king, queen, lead king first, then queen, for the same reason.

Holding *king and queen*, lead king.

And, if it wins, a small one, as the ace ought to be with your partner.

Holding *king*, *queen*, *knave*, *ten*, lead the lowest of the sequence, to induce your partner to put on the ace, if he has it, and leave you with the command.

Holding *ace*, *queen*, *knave*, lead ace, then queen.

So as to obtain the command with the knave. If your partner holds the king, he ought to put it on the queen (if he can trust your leading from a long suit), so as not to obstruct your establishment of the suit.

Holding *ace and four others* (not including king, or queen with knave), lead ace, then a small one.

To prevent the chance of your ace being trumped second round.

Holding *queen*, *knave*, *ten*, or *knave*, *ten*, *nine*, at the head of your suit, lead the highest.

It is an old and well-known rule to "lead the highest of a sequence." But like many other rules, when the reason of it is not comprehended, it is often totally misunderstood and misapplied.

The object of doing this is to prevent your partner from putting on the next highest, if he has it; but there are many cases where you ought to *desire* him to put it on, and where, consequently, the lowest ought to be played—as, for example, when you hold a quart to a king, as before directed. In a general way the rule should apply only to a *high* sequence *heading* the suit in your own hand, and not to low or subordinate sequences, to lead the highest of which would only deceive your partner without doing you any good. See an example in the note to the following rule, and also remarks on the trump lead.

In other cases lead the *lowest* card of your suit.

If you hold king, knave, ten, nine, and a small one, lead the nine; if king, knave, ten, and others, the ten. These are exceptional combinations.

If trumps are out before you open your suit, you should lead differently, keeping back your high cards.

See the rules for trump leads, which apply in a great measure to this case also.

Lead your own long suit, if you have one, before you return your partner's.

Unless you happen to hold the master-card in your partner's suit, which you should part with as early as you can, to get it out of your partner's way, and prevent his imagining it is against him.

In returning your partner's lead, if you held *not more* than *three cards*, of the suit *originally*, always return the *highest* you have left.

To strengthen his hand, and as a conventional signal. If you originally held four, return the lowest, unless you have the master-card, which play out at once, as before directed. Also, if you happen to have discarded one of the four, play as if you had held only three.

It is good to lead a suit in which your *right* hand adversary is *weak*, or your *left* hand *strong*.

I. e., lead *up to* the *weak* suit, or *through* the *strong* one. On this principle avoid, if possible, returning your partner's suit, if you have won his lead cheaply.

(Indication of strength is given by the lead—of weakness by the play of third and fourth hand, and by the discard.)

If obliged to lead from a suit of less than four cards, the general rule is to lead the highest.

To inform your partner. If you have any reason to know he is long in the suit, the rule admits of no exception; but if you are doubtful on this point, it may be taken with some reserve. For example, if you hold an honor and two small cards in a suit respecting which no indication has yet been given, to lead the honor might not only throw away a chance of making it, but strengthen one of your adversaries.

Avoid leading a suit which one adversary ruffs, and the other discards to.

Unless you are sure of forcing the *strong* trump hand.

Toward the end of the hand it may often win you an extra trick to avoid leading from a tenace or a "guarded second," and to try and induce your left-hand adversary to lead that suit for you.

This is one of the points in which *fine* play is best shown.

SECOND HAND.—The general rule for the second hand is to play your lowest.

For your partner has a good chance of winning the trick; and the strength being on your right, it is good to reserve your high cards (particularly tenaces, such as ace and queen) for the return of the lead, when you will become fourth player.

With one honor and one small card the best players adhere to this rule.

The following are some of the most usual exceptions to this rule:

Holding	Ace and King,	put on	King.
"	King and Queen,	"	Queen.
"	Ace, Queen, Knave,	"	Knave.
"	Ace, Queen, ten,	"	Queen.

Also, if you have two high cards in sequence (as queen and knave, or knave and ten), with only one other; or if you have three high cards in sequence with any number, it is generally considered right to play the lowest of the sequence second hand.

To help your partner in case of the third hand being weak. There is, however, some danger of this being mistaken for the signal for trumps, and your partner must be on his guard.

The second round of a suit, it is generally right to win the trick, second hand, if you hold the best card.

Great strength in trumps, however, which always warrants a backward game, may sometimes justify you in leaving it to your partner, particularly as you thereby keep the command of the adversary's suit.

If an honor is led, you should generally put a higher honor upon it.

But if you are strong in the suit, you may husband your strength and play a small one.

Do not trump a doubtful trick second hand if strong in trumps: if weak, trump fearlessly.

THIRD HAND.—The general rule for the third hand is to play the highest you have.

In order not only to do your best to win the trick, but to strengthen your partner's long suit, by getting the high cards out of his way.

If you have a head sequence, remember to play the lowest of it.

This rule is subject, however, to the peculiar attribute of the third hand as regards *finessing*.

To know how to finesse properly requires great judgment and experience, but there are a few useful rules of general application:

a. The first-time round of a suit, if you hold ace and queen, you always play the queen.

b. With this exception, it is wrong in principle to finesse in your partner's long suit, as he wants the high cards out of his way. If you see that he leads from weakness, or if he leads you strengthening cards in your *own* long suit, you may finesse more freely.

c. It is dangerous to finesse the *second-time* round of a suit, as the chances are it will be trumped the third time.

d. If, however, you are strong in trumps, you may finesse much more freely, as your trumps may enable you to bring your high cards in.

e. With minor tenace it is generally proper to finesse the second round, as the best card must probably be to your left; and if the third best is there also, both your cards must be lost in any case.

f. It is of no use to finesse if the previous play has shown that the intermediate card, *against* which you finesse, does not lie to your right; for in that case it must be either with your partner or your left-hand adversary, in either of which cases finessing is obviously useless.

g. The advisableness or not of finessing in certain cases late in the hand, is often determined by the fall of the cards or the state of the score; *e. g.*, when you particularly want one trick to win or save the game, or if, from what you know of your partner's or opponents' cards, you see you *can* only get one, it would be wrong to finesse for the chance of gaining two.

Be careful to watch the fall of the cards from your left-hand neighbor, in order that, if he proves weak in a suit, you may avoid wasting high cards when small ones would suffice to win the trick over him. This is very necessary, as your partner is often likely to lead up to the weak hand.

FOURTH HAND.—In this you have in most cases little to do but to win the trick as cheaply as you can.

And recollect, if you *do* win it cheaply, it may afford you a hint for a good lead when you are in want of one.

Cases sometimes arise, however, towards the close of the hand, where it is advisable not to win the trick.

As, for example, when by not doing so you can force your left-hand adversary to lead up to your tenace or guarded second.

There are also cases in which it is advisable to win a trick already your partner's.

As, for example, to get high obstructing cards out of his way, or to enable you to lead up to a weak hand, or otherwise to alter the position of the lead.

MANAGEMENT OF TRUMPS.—If you have five or more trumps always lead them, or signal to your partner to do so.*

As explained in the foregoing theoretical remarks.

A trump lead from four may be warranted by strength, either of your own hand or your partner's in other suits, but always requires judgment and care.

But if you have a long suit to bring in, it is generally best, with four trumps, to lead the plain suit first.

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* Good players are sometimes more cautious in asking for trumps than in leading them. The rule given by one of the best modern authorities is, not to ask for trumps unless you hold four with two honors, or five with one honor, together with good cards in one of the hands. It is simpler, however, for learners to adhere to the rule always to lead or ask for trumps when they hold five.

A trump lead from three or less is seldom wise, being only justifiable by great strength in *all* other suits, or by special necessity, such as stopping a cross ruff, etc.

You must not lead trumps simply because your long suit is trumped, for if your adversaries are strong in them, you will only be playing their game.

The proper card to lead from your own strong suit of trumps varies a little from that of common suits.

For the latter is influenced by the chance of being ruffed, from which the trump suit is free.

For this reason, unless you have commanding strength enough to disarm the adversaries at once, you play a more backward game, generally leading your lowest, to give the chance of the first trick to your partner.

It is also very often advantageous to reserve a high trump to give you the lead the third time round, as in case of adverse strength of trumps remaining against you, it may enable you to force it with much advantage.

If you have *ace*, *king*, *queen*, or any other *commanding* sequence, lead the *lowest* of them first, and then the next lowest, and so on, to inform your partner.

If you have *ace*, *king*, *knave* of trumps, it is good to lead the king and then stop, waiting for the return of the lead in order to finesse the knave.

If your partner asks for trumps, you are bound to lead them, and if he leads them you are bound to return them, the first opportunity.

Remembering in either case, if you had not more than three, to play your *highest*, in order to strengthen his hand.

In inferring that your partner has asked for trumps, recollect that there are cases in which he may have *necessarily* played the higher card first: in the trump signal it must be played *unnecessarily*.

Never lead *through* an honor turned up, unless you otherwise want trumps led. On the other hand, do not hesitate to lead *up* to an honor if you are strong in them.

As explained at page

You may finesse in trumps much more deeply than in plain suits.

As master cards must ultimately make.

Ruff freely when weak in trumps, but not when strong.

See directions for the Second Hand.

It may often be advisable when strong in trumps even to refuse to trump a trick which is certainly against you, as your trumps will ultimately make, and you may perhaps discard advantageously. If you see your partner do this, he will probably want trumps led, and you must carefully avoid forcing him.

Do not force your partner if weak in trumps yourself.*

At least, not until you have ascertained it will do him no injury; for your weakness renders it probable he may be strong, when forcing may be the worst injury you could do.

On the other hand, force a strong trump hand of the adversary whenever you can.

Whenever you are not strong enough to lead trumps, you are weak enough to force your adversary.

If, when you or your partner are leading trumps, one adversary renounces, you should not generally continue the suit.

As you would be expending two for one drawn. Your proper game is then to try and make your and your partner's trumps separately.

It may, however, often be advisable, even under this disadvantage, totally to disarm the adversary, if you or your partner have cards or suits to bring in. In this case the renouncing hand should be led *up to*, rather than *through*.

Similarly, if your *partner* renounces trumps, it is generally advisable to go on.

As you draw two trumps by expending one.

If you are dealer, retain the turn-up card as long as you can.

To inform your partner; if not, recollect it, and notice when it falls. When, however, the adversaries are drawing trumps, it may sometimes be advisable to part with it unnecessarily, in order to make them believe you have no more.

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* One of the best modern players defines "four trumps with one honor" as sufficient strength to warrant your forcing your partner.

GENERAL DIRECTIONS.—Sort your cards carefully, both according to suit and rank, and count the number of each suit.

This will greatly assist the memory.

If not leading, always play the *lowest* of a sequence.

This is one of the modern conventional rules by which information is conveyed to your partner as to the contents of your hand, and if you have an observant and educated partner it must be carefully adhered to.

Get rid of the commanding cards of your partner's long suit as soon as possible. Retain those of the adversaries' suits as long as you conveniently can.

Discard generally from short or weak suits, not from long or strong ones.

For the cards of the former are of very little use, while those of the latter may be very valuable. Besides, your first discard is generally a very important source of information to your partner.

It is, however, sometimes worth while to break the rule for the sake of retaining a guard to an honor or second-best card, particularly in your adversaries' suits.

When you have the entire command of any suit, it is a conventional signal for you to discard (when the opportunity arises) the *best card*, in order to inform your partner.

Thus, having ace, king, queen, and knave of a suit not led, you would discard the ace; for it must be obvious that you would not do this unless you had others equally good behind.

Discarding the *second best* generally intimates you have no more of that suit.

You throw it away because it is not likely to make.

Be careful in the management of your small cards.

In order not to mislead your partner. Do not throw away carelessly a three or four if you hold a two.

When your partner first renounces a suit, call his attention to the fact.

As it may save a revoke.

Keep constantly in mind the desirableness of affording information to your partner, of obtaining information as to his hand, and of playing the hands jointly.

This being the essence of the modern game.

Pay attention to the state of the *score*, which ought often to influence your play.

Remember that the third trick saves the game when honors are equal; that the fifth saves it against two by honors, and the seventh against four by honors. Note also that the odd trick is twice as valuable as any other, as it makes a difference of two to the score. Notice, further, when you are near winning the game, how many tricks are wanting for that purpose.

In all these cases it may be expedient to modify the usual play for the sake of getting the trick you want in preference to speculating for more; for when you particularly require one trick, it would be folly to risk it (by finessing, for example) in order to have the chance of gaining two.

The state of the score may sometimes influence your whole plan. For example, if the adversaries are four, and you have a bad hand, you should lead your best trump, as before explained.

Consider also the effect of the *lead*.

It is often desirable to depart from the usual modes of play for the sake of gaining the lead, or of giving it to your partner.

And it is also sometimes worth while even to throw away a trick in order to give the lead to one of your adversaries; as, for example, to make them lead up to a tenace or guarded second.

These two latter rules afford the principal opportunities for *fine* play.

Do not be discouraged when sound play fails of success, which must often occur.

INFERENCES.

The following are some examples of the way in which inferences may be drawn from cards played:

PLAY.	INFERENCE.
Lead.	
(*In the player's own first lead.*)	N.B. *When there is an alternative, your own hand, or the fall of the other cards, will often determine it. No account is here taken of the signal for trumps, which will sometimes modify the inference to be drawn.*

PLAY.	INFERENCE.
Lead (continued).	
Any plain suit.	Is the best in his hand; he holds four or more of it; and has not five trumps.
King.	Holds also either queen or ace.
Ace, followed by queen.	Holds knave also.
Ace, followed by a small one.	Had originally five or more.
Queen (plain suits).	Holds also knave and ten; but not ace or king.
(*In returning his partner's lead.*)	
Does not lead out the master card.	Does not hold it.
Any card, afterward dropping a lower one.	Has no more.
Any card, afterward dropping a higher one.	Has more.
(*Generally.*)	
Forces his partner.	Is strong in trumps.
Refrains from doing so.	Is weak in them.
Second Player.	
King (to small one led).	Holds ace also, or no more.
Queen (ditto).	Holds king also, or ace and ten, or no more.
Knave (ditto).	Holds also queen and king, or queen and ace, or queen and one other only, or no more.
Any smaller card.	Has none lower.
Trumps a doubtful trick.	Has not more than three trumps.
Does not trump it.	Has more than three.
Third Player.	
Ace.	Holds neither king nor queen.
Fourth Player.	
Cannot win the trick.	Has no card higher than the one against him.
Wins it with any card.	Has no card between this and the one against him.

Second, Third, or Fourth Player.	
Any card.	Has not the one next below it.
Refuses to trump a trick certainly against him.	Probably is strong in trumps, and wants them led.
Any discard, generally.	Is weak in that suit.
Discards the best of any suit.	Has the next best and the full command.
Discards the second best.	Has no more.
Plays unnecessarily a higher card before a lower.	Signal for trumps.

When it is considered that several of these opportunities for inference will occur in every trick, it will cease to be a matter of wonder what a clear insight skilled and observant players will, after a few tricks, obtain into each other's hands.

EXAMPLES OF HANDS.

The following are a few simple hands played through. They are not intended to exemplify skill, for, as in almost all hands, the play might admit of modification according to the capabilities of the several players; they have merely the object of illustrating the routine practice of some of the more common and important points in the modern game—such as the signal for trumps, forcing, the return of a suit, discarding, and so on.

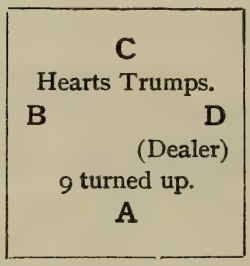
A and C are partners against B and D; the attention being chiefly directed to the play of the two former. The reader is supposed to play the elder hand A. The winner of each trick is marked with an asterisk.

Example I.

The object of this example is to illustrate the making of a long plain suit by the aid of your partner's long suit of trumps; the trump lead being called for by signal.

Hearts. Kg. 8, 6, 4, 2.
Spades. 6, 2.
Diamonds. 9, 6, 3, 2.
Clubs. A. 7.

Hearts. A. Q. Kn.
Spades. 8, 7, 5.
Diamonds. A. 10.
Clubs. Q. Kn. 10, 5, 3.



Hearts. 9, 5, 3.
Spades. Q. Kn.
Diamonds. Kg. Q. Kn. 8, 7.
Clubs. 9, 4, 2.

Hearts. 10, 7.
Spades. A. Kg. 10, 9, 4, 3.
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

Trick.	Play.
I.	*A King of Sp.
	B 5 "
	C 6 "

REMARK.—Having five trumps, C signals to have them led. A not seeing the 2 fall, will know that some one is asking for trumps, and will therefore carefully watch the next round.

D Knave of Sp.

II.	*A Ace of Sp.
	B 7 "
	C 2 "

REMARK.—Trump signal completed.

D Q. of Sp.

III. A 10 of H.

REMARK.—In obedience to trump signal.

B Kn. of H.
*C Kg. "
D 3 "

IV.	C 2 of H.
	D 5 "
	A 7 "
	*B Q. "

Trick.	Play.
V.	B Q. of Cl.
	*C A. "
	D 2 "
	A 6 "

VI.	C 4 of H.
	D 9 "
	A 4 of Di.
	*B A. of H.

VII.	B Kn. of Cl.
	C 7 "
	D 4 "
	*A Kg. "

VIII. *A 10 of Sp.

REMARK.—A has now *brought in* his long suit, and pursues it to the end. C discards his diamonds. It is immaterial what the adversaries play.

IX. *A 9 of Sp.
X. *A 4 "
XI. *A 3 "
XII. *C 6 of H.
XIII. *C 8 "

The result is that A and C win a treble by cards against two by honors and other considerable adverse strength.

Example II.

In this the elder hand (A) has the same long suit as before, but the strength in trumps is now given to the adversaries. The example is intended to illustrate how a long suit, though it may not be brought in, may be made useful in *forcing* the strong adverse trump hand.

Hearts. Q. Kn. 5.
Spades. 6.
Diamonds. A. 8, 7, 3.
Clubs. A. Q. Kn. 7, 2.

Hearts. A, 9, 8.
Spades. 8, 7, 5, 2.
Diamonds. 9, 6, 2
Clubs. 10, 4, 3.

C
Hearts Trumps.
B D
(Dealer)
King turned up.
A

Hearts. Kg. 10, 6, 4, 2.
Spades. Q. Kn.
Diamonds. Kg. Q. Kn. 10.
Clubs. 9, 5.

Hearts. 7, 3.
Spades. A. Kg. 10, 9, 4, 3.
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

Trick.	Play.
I.	*A King of Sp.
	B 2 "
	C 6 "
	D Q. "

REMARK. — Commencement of signal for trumps.

II. *A A. of Sp.

REMARK.—Better to go on with spades at the risk of being trumped than to open a new weak suit.

B 5 of Sp.
C 3 of Di.
D Kn. of Sp.

REMARK.—Signal completed.

III. A 10 of Sp.

REMARK.—To force the adverse hand, which has, by asking for trumps, declared itself strong in them.

B 7 of Sp.
C 7 of Di.
*D 2 of H.

IV. D 4 of H.
A 3 "
*B A. "
C 5 "

V. B 9 of H.
C Kn. of H.
*D Kg. "
A 7 "

VI. D 6 of H.
A 4 of Di.
B 8 of H.
*C Q. "

Trick.	Play.
VII.	*C A. of Cl.
	D 5 "
	A 6 "
	B 3 "

VIII. C Q. of Cl.
D 9 "
*A Kg. "

REMARK.—To get rid of the command.

B 4 of Cl.

IX. A 9 of Sp.

REMARK.—Repeating the force to extract the last trump.

B 8 of Sp.
C 8 of Di.
*D 10 of H.

X. D 10 of Di.
A 5 "
B 2 "
*C A. "

XI. *C Kn. of Cl.

REMARK.—The adverse trumps being now all forced out, C, having gained the lead by a card of re-entry, brings in his clubs, and makes them all.

XII. *C 7 of Cl.
XIII. *C 2 "

A and C gain 3 by cards.

Example III.

The object of this is to illustrate the value of the *discard* as a means of communicating information.

Hearts. A. 9, 7, 6.
Spades. 6, 2.
Diamonds. Q. Kn. 10, 9, 4.
Clubs. 8, 3.

Hearts. Q. 8, 5.
Spades. Kn. 10, 4.
Diamonds. A. 3.
Clubs. A. Q. 9, 7, 2.

C
Hearts Trumps.
B D
(Dealer)
10 turned up.
A

Hearts. Kn. 10, 3.
Spades. 9, 8, 7.
Diamonds. 8, 7, 6, 2
Clubs. Kn. 10, 4.

Hearts. Kg. 4, 2.
Spades. A. Kg. Q. 5, 3.
Diamonds. Kg. 5.
Clubs. Kg. 6, 5.

Trick. Play.

I. *A King of Sp.
B 4 "
C 2 "
D 7 "

II. *A Q. of Sp.
B 10 "
C 6 "
D 8 "

III. *A A. of Sp.
B Kn. "
C 3 of Cl.

REMARK.—This discard at once gives great insight into C's hand. He discards from his weak suit, and therefore he ought to be strong in trumps and diamonds. But he has not 5 trumps or he would have signalled for them, and hence, in all probability, he has at least 4 or 5 diamonds.

D 9 of Sp.

IV. A Kg. of Di.

REMARK.—The spade lead being now unadvisable, A is justified in acting on the information gained by his partner's discard, and leads a strengthening diamond.

*B A. of Di.
C 4 "
D 2 "

V. *B A. of Cl.
C 8 "
D 4 "
A 5 "

Trick. Play.

VI. B 2 of Cl.
C Q. of Di.

REMARK.—This second discard completes the full information as to B's hand. In the first place, having passed a doubtful trick, he has more than three trumps, and, as we have seen, he has not five, he must have four with three diamonds. Secondly, his discarding the *best* diamond shows he has perfect command of the suit remaining behind.

D 10 of Cl.
*A Kg. "

VII. *A Kg. of H.

REMARK.—Strengthening trump lead, justified by the knowledge gained in the last trick.

B 5 of H.
C 6 "
D 3 "

VIII. A 4 of H.
B 8 "
*C A. "
D 10 "

IX. C 7 of H.
D Kn. of H.
A 2 "
*B Q. "

X. B Q. of Cl.
*C 9 of H.

REMARK.—Uses the last trump to bring in his diamonds.

D Kn. of Cl.
A 6 "

XI. *C 9 of Di.
XII. *C 10 "
XIII. *C Kn. "

A and C win 4 by cards.

Example IV.

The object of this is to illustrate the advantage of returning the proper card of your partner's lead, as a means of conveying information.

Hearts. A. 9, 3, 2.
Spades. A. Q. 6, 2.
Diamonds. Kg. 5, 4.
Clubs. 6, 3.

Hearts. 8, 5, 4.
Spades. Kn. 5.
Diamonds. A. Q. Kn. 8, 3.
Clubs. A. Kg. 4.

C
Hearts Trumps.
B D
(Dealer)
6 turned up.
A

Hearts. Kn. 6.
Spades. 10, 9, 8, 7.
Diamonds. 9, 6.
Clubs. Q. 10, 9, 5, 2.

Hearts. Kg. Q. 10, 7.
Spades. Kg. 4, 3.
Diamonds. 10, 7, 2.
Clubs. Kn. 8, 7.

Trick. Play.

I. A 7 of H.

REMARK.—In this hand every plain suit is so bad to lead that the trump lead with such strength is quite justifiable.

B 4 of H.
*C A. "
D 6 "

II. C 2 of H.

REMARK.—From this card returned C must either have four or no more.

D Kn. of H.
*A Q. "
B 5 "

III. *A 10 of H.

REMARK.—It is justifiable to take out another round of trumps, though two may fall for one; partly to see how they lie, and partly to get a discard from some one as a guide for the next lead. Leading the 10 instead of the King is an additional assurance to your partner that you have still one left.

B 8 of H.
C 3 "

REMARK.—This card shows that C, having returned his lowest in the last trick, had four at first, and has consequently now one remaining, which therefore you are careful not to draw, as the game will depend on the two being made *separately.*

D 6 of Di.

Trick. Play.

IV. A 10 of Di.

REMARK.—For want of a better lead, you lead up to the suit that has been declared weak.

B Kn. of Di.
*C Kg. "
D 9 "

V. C 2 of Sp.
D 7 "
*A Kg. of Sp.
B 5 "

VI. A 4 of Sp.

REMARK.—See remark, next trick.

B Kn. of Sp.
*C Q. "
D 8 "

VII. *C A. of Sp.
D 9 "
A 3 "

REMARK.—This shows that you (A), having returned your highest, had not more than three spades originally, and consequently have no more left. Your partner (C), therefore, observing this, sees that by leading the losing spade he will enable you to make your trump separately from his, which will win the game.

B 4 of Cl.

VIII. C 6 of Sp.
D 10 "
*A Kg. of H.

REMARK.—You trump without hesitation, knowing your partner to hold the other trump.

B 3 of Di.

C makes the last trump, and A and C make 3 by cards and 2 by honors, winning a treble.

Example V.

This example is given to show how singularly, under extreme circumstances, the bringing in of a long suit may annihilate the most magnificent cards. The hand is a very remarkable Whist curiosity: A and C hold all the honors in every plain suit, and two honors in trumps, and yet do not make a single trick!

Spades. Q. Kn.
Diamonds. Kn. 10, 9, 8, 7, 6.
Clubs. 10, 9, 8, 7, 6.

Hearts. A. Q. 10, 8.
Spades. 10, 9, 8, 7, 6, 5, 4, 3, 2.

C
Hearts Trumps.
B D
(Dealer)
2 turned up.
A

Hearts. 6, 5, 4, 3, 2.
Diamonds. 5, 4, 3, 2.
Clubs. 5, 4, 3, 2.

Hearts. Kg. Kn. 9, 7.
Spades. A. Kg.
Diamonds. A. Kg. Q.
Clubs. A. Kg. Q. Kn.

Trick.	Play.
I.	A 7 of H.
	*B 8 of H.
	C 6 of Cl.
	D 2 of H.

REMARK.—There can be no doubt about this being the proper lead.

II.	B 2 of Sp.
	C Kn. "
	*D 3 of H.
	A Kg. of Sp.

III.	D 4 of H.

REMARK.—The propriety of this lead is often questioned; but it is defended by the impolicy of leading either of the extremely weak plain suits, and by the lead of trumps being up to a renouncing hand, and, therefore, the most favorable possible. Also, by giving B the lead again, it enables him to continue the spade for D to make his small trumps upon.

	A 9 of H.
	*B 10 "
	C 7 of Cl.

Trick.	Play.
IV.	B 3 of Sp.
	C Q. "
	*D 5 of H.
	A A. of Sp.

V.	D 6 of H.
	A Kn. "
	*B Q. "
	C 8 of Cl.

VI.	*B A. of H.
	A Kg. "

VII.	*B 10 of Sp.
VIII.	*B 9 "
IX.	*B 8 "
X.	*B 7 "
XI.	*B 6 "
XII.	*B 5 "
XIII.	*B 4 "

B and D win every trick.

RHYMING RULES, MNEMONIC MAXIMS, AND POCKET PRECEPTS.

BEING SHORT MEMORANDA OF IMPORTANT POINTS. TO BE KEPT IN MIND BY THOSE WHO WOULD PRACTICE THE MODERN SCIENTIFIC GAME OF WHIST.

If you the modern game of Whist would know,
From this great principle its precepts flow:
Treat your own hand as in your partner's joined,
And play, not one alone, but *both combined.*

Your first lead makes your partner understand
What is the chief component of your hand;
And hence there is necessity the strongest
That *your first lead be from your suit that's longest.*

In this, with *ace* and *king*, lead *king*, then *ace;*
With *king* and *queen*, *king* also has first place;
With *ace*, *queen*, *knave*, lead *ace* and then the *queen;*
With *ace*, *four small ones*, *ace* should first be seen;
With *queen*, *knave*, *ten*, you let the *queen* precede;
In other cases, you the *lowest* lead.
Ere you return your friend's your *own* suit play;
But *trumps you must return without delay.*

When you return your partner's lead, take pains
To lead him back the best your hand contains,
If you received *not more than three* at first;
If you had more, you may return the worst.

But if you hold the *master card*, you're bound
In most cases to play it *second round.*

Whene'er you want a lead, 'tis seldom wrong
To lead *up to the weak*, or *through the strong.*

If second hand, your *lowest* should be played,
Unless you mean "trump signal" to be made;
Or if you've *king and queen*, or *ace and king*,
Then one of these will be the proper thing.

Mind well the rules for *trumps*, you'll often need them;
WHEN YOU HOLD FIVE, 'TIS ALWAYS RIGHT TO LEAD THEM:
Or if the lead won't come in time to you,
Then signal to your partner so to do.

Watch also for your partner's trump request,
To which, *with less than four*, play out your *best*.

To lead through honors turned up is bad play,
Unless you want the trump suit cleared away.

When, second hand, a doubtful trick you see,
Don't trump it if you hold *more trumps than three*;
But having three or less, trump fearlessly.

When weak in trumps yourself, don't force your friend;
But always force the *adverse* strong trump hand.

For sequences, stern custom has decreed
The *lowest* you must play, if you don't lead.
When you *discard*, *weak* suits you ought to choose,
For strong ones are too valuable to lose.

THE LAWS OF WHIST.

ACCORDING TO POLE.

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of five points. Each trick, above six, counts one point.

3. Honors, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.
II. Any three honors, they score two points.
III. Only two honors, they do not score.

(In the United States, it is getting to be more and more the custom to ignore honors entirely, and not to count them. The odd tricks win and honors do not count. Whist then becomes more a game of skill than of chance.—ED.)

4. If, however, the game of counting honors is agreed upon if four is scored, honors do not count by those having four honors.

5. The penalty for a revoke takes precedence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.
II. A double, or game of two points, when their adversaries have scored less than three.
III. A single, or game of one point, when their adversaries have scored three, or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of the rubber, be proved, such mistake can be rectified at any time during the rubber.

CUTTING.

13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

16. If there are more than four candidates, the players are selected by cutting: those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any aftercomer to enter the table.

CUTTING CARDS OF EQUAL VALUE.

18. Two players cutting cards of equal value,* unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.†

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.‡

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* In cutting for partners.

† *Example.* A three, two sixes, and a knave are cut. The two sixes cut again, and the lowest plays with the three. Suppose at the second cut, the two sixes cut a king and a queen, the queen plays with the three.

If at the second cut a lower card than the three is cut, the three still retains its privileges as original low, and has the deal and choice of cards and seats.

‡ *Example.* Three aces and a two are cut. The three aces cut again. The two is the original high, and plays with the highest of the next cut.

Suppose at the second cut, two more twos and a king are drawn. The king plays with the original two, and the other pair of twos cut again for deal.

Suppose instead, the second cut to consist of an ace and two knaves. The two knaves cut again, and the highest plays with the two.

CUTTING OUT.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

ENTRY AND RE-ENTRY.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right* of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.†

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut,‡ or when a new deal§ has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

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* *i. e.*, his prior right.

† And last in the room (*vide* Law 16).

‡ *Vide* Law 34.

§ *Vide* Law 37.

31. Each player, after shuffling, must place the cards, properly collected and face downward, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,* or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack it cut, should the dealer shuffle the cards, he loses his deal.

A NEW DEAL.

37. There must be a new deal†—

I. If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

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* After the two packets have been re-united, Law 38 comes into operation.

† *i. e.*, the same dealer must deal again. *Vide* also Laws 47 and 50.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

43. A misdeal loses the deal.*

44. It is a misdeal †—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.*, the trump) card, face downward, on his own, or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen ‡ cards, and either of the other three less than thirteen. §

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

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* Except as provided in Laws 45 and 50. † *Vide* also Law 36.

‡ Or more. § The pack being perfect. *Vide* Law 47.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards,* the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand;† he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called;‡ his partner may at any time remind him of the liability. (This law is never enforced.—ED.)

53. After the dealer has taken the trump card into his hand, it cannot be asked for;§ a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.‖

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card can be produced.

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* *i. e.*, until after he has played to the first trick.

† *Vide* also Law 70, and Law 44.

‡ It is not usual to call the trump card if left on the table.

§ Any one may inquire what the trump suit is, at any time.

‖ In the manner described in Law.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versâ*, until such card is played.

CARDS LIABLE TO BE CALLED.

56. All exposed cards are liable to be called, and must be left * on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed † cards:

I. Two or more cards played at once.‡

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly hat no one can name it.

57. If any one play to an imperfect trick the best card on the table,§ or lead one which is a winning card as against his adversaries, and then lead again,‖ or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost —or won—or for other reasons—throw his or their cards on the table face upward, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained, unless a revoke be established.

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* Face upwards.

† Detached cards (*i. e.*, cards taken out of the hand but not dropped) are not liable to be called unless named; *vide* Law 60. It is important to distinguish between exposed and detached cards.

‡ If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play, and afterward to call the others.

§ And then lead without waiting for his partner to play.

‖ Without waiting for his partner to play.

The revoking players are then liable to the following penalties: they cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.*

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led—or may call a suit from him or his partner when it is next the turn of either of them† to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called—or he, or his partner, when either of them‡ has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated§ until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

67. If the third hand play before the second, the fourth hand may play before his partner.

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* *i. e.*, the first time that side obtains the lead.

† *i. e.*, the penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

‡ *i. e.*, whichever of them next first has the lead.

§ At every trick.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made.* If, during the play of the hand, the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many: should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.†

72. The penalty for a revoke:—

I. Is at the option of the adversaries, who at the end of the hand, may either take three tricks from the revoking player‡ —or deduct three points from his score—or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand;

III. Is applicable only to the score of the game in which it occurs;

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player;

V. Takes precedence of every other score, *e. g.*—The claimants two—their opponents nothing—the former add three to their score—and thereby win a treble game, even should the latter have made thirteen tricks, and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted, *i. e.*, the hand removed from that trick after it has been turned face downward on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

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* *Vide* also Law 46.

† *Vide* also Law 61.

‡ And add them to their own.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks.*

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others: the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.†

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

CALLING FOR NEW CARDS.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

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* *Vide* Law 77.

† In the manner prescribed in Law 72.

GENERAL RULES.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult they lose their right;* and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.

85. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it toward him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose † the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF WHIST.

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult—in some cases impossible—to

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* To demand any penalty.

† *i. e.*, refrain from winning.

apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at Clubs: if possible, this should be adhered to.

Any one having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.*

A player who desires the cards to be placed, or who demands to see the last trick,† should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts; as to who played any particular card—whether honors were claimed though not scored, or *vice versâ*—etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

DUMMY is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions:

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards: should he‡ revoke and the error not be discovered until the trick is turned and quitted, it stands good.§

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* The question, "Who dealt?" is irregular, and if asked should not be answered.

† Or who asks what the trump suit is.

‡ *i. e.*, Dummy's hand. If Dummy's partner revokes, he is liable to the usual penalties.

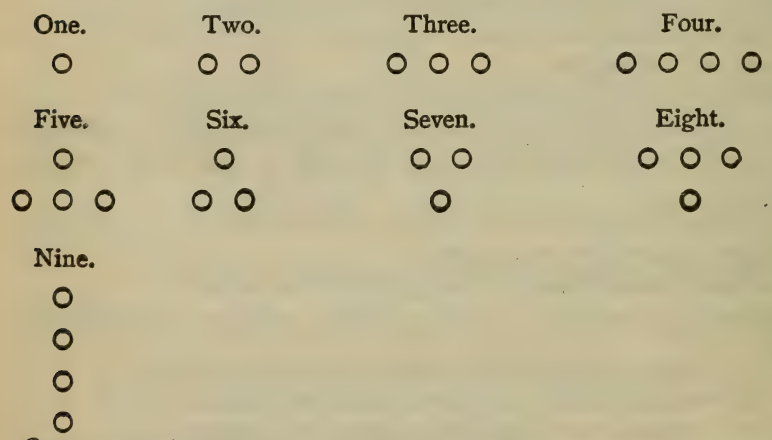
§ And the hand proceeds as though the revoke had not been discovered.

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

DOUBLE DUMMY is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special law: There is no misdeal, as the deal is a disadvantage.

HOW TO COUNT.—Four counters are used. Before the game begins these are piled up. All the tricks over six are scored; when the hand is concluded, the counters are placed in line on the table, one for each of the odd tricks. When four is scored in a game of five points, of course one point more, which is the game, does not require counting.

TO COUNT A GAME OF TEN, the following is the method:



One more point which is not scored, makes ten.

RULES FOR LEADING AT WHIST.

BY CAVENDISH.

The leads of Whist, as explained by Cavendish, are now presented. The careful student of the game will find that in some points he differs from Pole.

GENERAL RULES.

LEADS FROM STRONG SUITS.

1. Lead originally from your strongest suit.

2. Strong suits are of two kinds: (*a*) suits in which you hold more than the average of high cards; (*b*) suits in which you hold more than the average number of cards.

Example.—A suit containing more than one honor, but less than four cards, represents the first kind of strength. A suit of four or more small cards represents the second kind of strength.

3. A suit which combines both kinds of strength is the most eligible for the original lead; but

4. Failing this, the second kind of strength is generally to be preferred.

5. In the first round of your strong suit lead the lowest card (except as otherwise directed in the Table of Leads, pp. oo–oo).

Note.—With a suit of five or more cards, not headed by ace or by a sequence, the lowest but one should be led (see "Cavendish on Whist," 13th Ed., pp. 257–266).

LEADS FROM WEAK SUITS.

6. A weak suit is only to be led from when the indications from the previous fall of the cards have shown that perseverance in your own or your partner's strong suit is not desirable.

7. When obliged to open a suit which contains at most three cards,

lead the highest (except as otherwise directed in the Table of Leads).

8. In choosing a weak suit to lead from (*a*) do not lead a suit from which your partner has thrown away (but see "Cavendish on Whist," pp. 93, 94); (*b*) nor a suit from which your left-hand adversary has thrown away; (*c*) nor a suit which your right-hand adversary has led or has abstained from throwing away. And

9. Failing any such indication, lead your strongest weak suit.

LEADS FROM SEQUENCES.

10. Lead the highest of a sequence, if the sequence heads your suit; the lowest if it does not (except as otherwise directed in the Table of Leads).

Example.—A suit of knave, ten, nine, and small ones, is a specimen of a sequence heading a suit. From this, the highest of the sequence, the knave, should be led. A suit of king, knave, ten, nine, is a specimen of a sequence that does not head a suit. Here, the lowest of the sequence, the nine, should be led, not the knave.

LEADS AFTER THE FIRST ROUND OF A SUIT.

11. Avoid changing your lead from one suit to another; and

12. If you lose the lead and obtain it again after one or more tricks have been played, generally pursue your first lead.

13. After the first round of a suit, lead the winning card if you have it; and

14. If you remain with the second and third best, lead the second best.

15. In other cases continue with your lowest (except as otherwise directed in the Table of Leads).

RETURNED LEADS.

16. Return your partner's lead, unless you have a good suit of your own which combines both kinds of strength (see rule 2).

17. When obliged to return your adversary's lead, choose a suit in which the fourth hand is weak, rather than one in which the second hand is strong.

18. Return the highest if you have but two of the suit left in your hand; the lowest, if more than two (subject, however, to rules 13 and 14).

TABLE OF LEADS.

Note.—The leads given in the following table presuppose the score of love-all; and in the case of strong suits, the original lead of the hand. In other cases, the state of the score and the previous fall of the cards, may cause variations which cannot be tabulated.

Where two ways of opening a suit are stated, the author prefers the one first given.

STRONG SUITS HEADED BY ACE.

From   

Ace, king, queen, with or without small ones. Lead king, then queen. In trumps, queen, then king.

From ace, king, queen, knave. Lead king, then knave. In trumps, knave, then ace.

From    

Ace, king, with one or more small ones. Lead king, then ace. In trumps, lowest. Except, with more than six trumps, lead king, then ace. (For lead from ace, king only, see Weak Suits headed by Ace).

From   

Ace, king, knave, with or without small ones. Lead king, then ace. Sometimes king, then change the suit in order to finesse knave on return.

From   

Ace, queen, knave, etc. Lead ace, then queen. With ace, queen, knave, five or more in suit, lead ace, then lowest of queen, knave, sequence.

From    

Ace, queen, ten, nine, with small ones. Lead ace. In trumps, nine. Except, with more than six trumps, lead ace. If knave is turned up to your right, lead queen.

From ace, queen, ten, nine, eight, with or without small ones. Lead ace. In trumps, eight. Except, with more than six trumps, lead ace.

From ace, queen, ten, nine, without small ones. Lead nine. In trumps, if knave is turned up to your right, lead queen.

From    

Ace, queen, and two small ones. Lead lowest. (For lead from ace, queen, and one small one, see Weak Suits headed by Ace).

From    

Ace, knave, ten, nine, with small ones. Lead ace, then knave.

From ace, knave, ten, nine, without small ones. Lead nine. Sometimes ace, then knave.

From    

Ace, knave, ten, and one small one. Lead lowest.

From    

Ace, knave, and two small ones. Lead lowest. (For lead from ace, knave, and one small one, see Weak Suits headed by Ace).

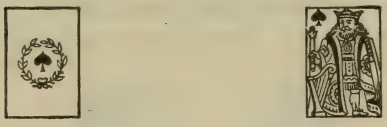
From 

Ace, and four or more small ones. Lead ace. In trumps, lowest. Except, with more than six trumps, lead ace.

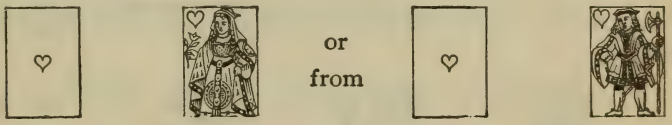
From 

Ace, and three small ones. Lead lowest.

WEAK SUITS HEADED BY ACE.

From 

Ace, king, only. Lead ace. (Compare the lead from ace, king, and one or more small ones.)

From 

Ace, queen, only, or ace, knave, only. Lead ace. (For lead from ace, queen, and one small, or from ace, knave, and one small, see Lead from Ace and two others.)

From 

Ace and two others, one of the others not being the king. Lead lowest. Except partner has indicated strength in the suit, when lead ace, then next highest.

From ace and one small one. Lead ace. Especially if partner has indicated strength in the suit. If two tricks must be made in the suit to win or save a particular point, lead lowest.

STRONG SUITS HEADED BY KING.

From    

King, queen, knave, ten, with or without small ones. Lead ten, then queen.

From     

King, queen, knave, and more than one small one. Lead knave, then queen. If knave does not win, some players continue with king.

From    

King, queen, knave only, or with one small one. Lead king, then queen.

From    

King, queen, ten, with one or more small ones. Lead king. If it wins, then lowest.

From    

King, queen, and two or more small ones. Lead king. If it wins, then lowest. In trumps, lead lowest, then king. Except, with more than six trumps, begin with king.

From    

King, knave, ten, nine, etc. Lead lowest of sequence. If it wins, then next in sequence.

From king, knave, ten, with one or more small ones. Lead ten. If it wins, then lowest.

From    

King, knave, and two or more small ones. Lead lowest. In trumps, with king, knave, nine, etc., and ten turned up to your right, lead knave.

From    

King and three or more small ones. Lead lowest.

WEAK SUITS HEADED BY KING.

From   

King, queen, ten, only. Lead king, then queen.

From   

King, queen, and one small one. Lead king; if it wins, then lowest. Except partner has indicated strength in the suit, when lead king then queen.

From   

King, knave, ten, only. Lead ten, then king. Except partner has indicated strength in the suit, when lead king, then knave.

From   

King and two others, one of the others not being the queen. Lead lowest. Except partner has indicated strength in the suit, when lead king, then next highest.

From king and one other. Lead king. Especially if partner has indicated strength in the suit.

STRONG SUITS HEADED BY QUEEN.

From    

Queen, knave, ten, with or without small ones. Lead queen, then knave. With five or more in suit, lead queen, then lowest of sequence.

From    

Queen, knave, nine, and one or more small ones. Lead lowest. In trumps, the same, unless ten is turned up to your right, when lead queen.

From    

Queen, knave, and two or more small ones. Lead lowest.

From    

Queen and three or more small ones. Lead lowest.

WEAK SUITS HEADED BY QUEEN.

From   

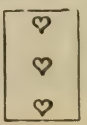
Queen, knave, and one small one, or queen, knave, only. Lead queen. If it wins, then knave.

From   

Queen and two small ones. Lead lowest. Except partner has indicated strength in the suit, when lead queen, then next highest.

From queen and one small one. Lead queen.

STRONG SUITS HEADED BY KNAVE.

From    

Knave, ten, nine, with one or more small ones. Lead knave. With five or more in suit, lead knave, then lowest of sequence.

From    

Knave, ten, eight, with one or more small ones. Lead lowest. In trumps, if nine is turned up to your right, lead knave.

From    

Knave, ten, and two or more small ones. Lead lowest.

From    

Knave and three or more small ones. Lead lowest.

WEAK SUITS HEADED BY KNAVE.

From   

Knave, ten, and one other. Lead knave.
From knave, ten, only. Lead knave.

From   

Knave and two small ones. Lead knave, then next highest.
From knave and one small one. Lead knave.

STRONG SUITS HEADED BY TEN.

From    

Ten, nine, eight, with one or more small ones. Lead smallest; in trumps, ten. Having led ten in trumps from five or more in suit, continue with lowest of sequence. Some players lead ten in all suits.

From    

Ten with nine and small ones; or, from ten, with three or more small ones. Lead lowest.

WEAK SUITS HEADED BY TEN.

From suits of two or three cards headed by ten, lead ten.

SUITS HEADED BY A SMALL CARD.

From suits headed by a card smaller than the ten, containing four or more cards (strong suits, see Rule 23), in all cases lead the lowest. (But see Rule 5.)

From suits headed by a card smaller than the ten, containing at most three cards (weak suits, see Rule 2), in all cases lead the highest.

PRACTICAL HINTS.

DEALING.

Point the pack downward in dealing.

SORTING THE CARDS.

Sort your cards so as to give no clue to the contents of your hand. Do not get into the habit of putting your trumps always in the same place.

Hold your hand well up, that it may not be overlooked.

Before playing to the first trick, count your hand and look at the score and at the turn-up card.

PLAYING.

Play without hesitation. Hesitation exposes the hand and directs the opponents.

If your partner does not follow suit, ask him the usual question, and so shift the responsibility of a revoke.

Play the game on recognized principles, that you may win the confidence of your partner. Do not play false cards.

Be as careful in playing low cards as high ones. Do not throw away the three when you hold the two, and so on. Bad players always err in this; they fancy it is a matter of indifference.

Keep your eye constantly on the table. Watch every card as it falls, and draw your inferences at the time. As a beginner be content to observe the broad indications of the game. Do not attempt too much at first. Do not affect a brilliant game before you can play a sound one.

Play for your partner's hand as well as for your own. Adapt your play to the peculiarities of your partner. In order to do this you must observe attentively the systems of those with whom you play.

Attend to the score, and play your game accordingly.

SCORING.

Mark the game before you discuss it. When you mark honors, at the same time claim them audibly.

Score to your right hand. Keep the counters not in use to your left hand.

GENERAL.

Much is to be learnt by looking over good players. Do not look over more than one hand at a time. Do not judge by consequences. The play, though correct on calculation, may nevertheless turn out unfortunate. Good play does not ensure success in every case.

Bystanders should make no remark, nor by gesture intimate the state of the game; and they should not walk round the table to look at the different hands.

Avoid all impatient actions and remarks. Never throw down your cards. Never talk while the hand is in progress. Never lecture your partner.

POCKET GUIDE TO WHIST

GENERAL RULES.

THE LEAD.

1. Lead originally from your strongest suit. Do not open a suit of less than four cards.

2.

Ace, Kg., etc., lead Kg.	Ace, Kg., Qn., lead Kg., then Qn.
Kg., Qn., etc., lead Kg.	Ace, Qn., Knv., lead Ace, then Qn
Qn., Knv., Ten, etc., lead Qn.	Ace, and four small, lead Ace.
Kg., Knv., Ten, etc., lead Ten.	Kg., Knv., Ten, Nine, lead Nine.

(See also "Pocket Rules for Leading at Whist.")

3. In other cases lead your lowest. (But see No. 7.)

4. Return your partner's lead; but, if you have a strong suit of your own, lead that first.

5. [Second round of a suit.] If you have only two of the suit left, return the highest; if more than two, the lowest. (But see No. 21.)

6. [Leads late in a hand.] Avoid opening a fresh suit in which you are weak. If obliged to change your suit, lead through a strong suit; or, still better, up to a weak one. And

7. If obliged to open a suit of only two cards, lead the highest. The same with a suit of three cards none higher than knave.

SECOND HAND.

8. Ace, King., play King. Ace, Kg., Qn., play Qn., and so on.
King, Queen, play Queen. Kg., Qn., Knv., play Knv., and so on.
Qn., Knv., Ten, play Ten. Qn., Knv. and one small, play Knv.

9. In other cases, play your lowest; except

10. Put Ace on King, Queen, or Knave; and if you have not more than three of the suit, put King on Queen; and King or Queen on Knave.

11. [When not able to follow suit.] With four or more trumps do not trump unless certain that your partner cannot win the trick. But with less than four trumps, none higher than Knave, trump, unless certain that your partner has the best of the suit led.

THIRD HAND.

12. Ace, Queen, play Queen. Ace, Queen, Knave, play Knave.

13. In other cases, play your highest. (But see No. 20.)

MANAGEMENT OF TRUMPS.

14. Having five or more trumps lead them, even if an honor is turned up fourth hand.

15. Do not lead trumps merely for the purpose of leading through an honor turned up.

16. If the adversary holds no card in your strong suit that can win a trick, lead from four trumps. Do not lead from less than four trumps.

17. Return trumps at once if your partner leads them. (And see No. 5.)

18. Do not lead a card for your partner to trump unless you have four or more trumps. But

19. Compel a strong trump hand of the adversary to trump whenever you can.

GENERAL.

20. If not leading, always play the lowest of a sequence.

21. In the second round of a suit play the winning card, if you have it.

22. Lead out the winning cards of your partner's suit as soon as you can. Retain those of your opponent's suits as long as you can.

23. When not able to follow suit throw away from your weakest suit. (But see No. 11.)

24. Always play a winning card when one trick wins or saves the game.

25. Watch the cards as they are played, and try to infer from them where the others lie.

26. Never throw down your cards. Never talk while a hand is in progress. Never lecture your partner.

EXPLANATION OF RULES.

THE FIRST HAND OR LEAD—LEAD FROM YOUR STRONGEST SUIT.

A strong suit is one that contains either a great number of cards, or several high cards. The suit containing the *greatest number* of cards should generally be chosen for the first or original lead.

Four cards of one suit are above the average number. *Three cards* are below the average. Hence, suits containing four cards or more are numerically strong or long suits; those containing three cards or less are numerically weak.

Examples.—Your hand consists of ace, king of spades; five hearts, the ten the best; king and three small clubs; and queen and another trump. You should lead from the five hearts.

You have ace, king, knave, and another spade; five small hearts; queen, knave, and another club; and one trump. Here, your spade suit, being very strong in high cards, should be chosen. If, however, the spade suit contained only three cards, you should lead from the long suit of hearts.

The object of leading from the strongest suit is to exhaust the cards of the suit from the other hands, remaining with the long cards in your own. These long cards are frequently of great service, and (when trumps are out) are certain tricks. On the other hand, by opening a weak suit, you

run the risk of exhausting such strength as your partner has, and of leaving the long cards in the possession of the adversaries.

Some players are fond of opening a suit in which they hold only a single card ; another favorite lead is from ace and one small card. These and similar weak leads cannot be recommended. Now and then a trick or two is gained by playing a trumping game ; but the more probable result is to sacrifice your partner's hand, and to clear the suit for the adversaries.

Having one suit of four very small cards, and all other suits of three cards, the best plan for beginners is to adhere to rule, and to open the four-card suit, even though it is trumps. There are exceptional cases when it is advisable to open the strongest three-card suit. No positive rule can be laid down for such hands.

You should generally lead the lowest card of your strong suit. Your partner will play his highest, and so assist to clear the suit. And by keeping high cards of your suit in your own hand, you stand the best chance of obtaining the lead when the suit is established.

Exceptions.—When your suit contains a strong sequence, you should lead one of the sequence, lest the adversaries win the first trick with a very low card. Also : If you have a suit of ace and four or more small ones, begin with the ace, lest it should afterward be trumped. And : with experienced players, it is now usual with suits of five or more, from which a low card is led originally, to commence by leading the lowest but one (*see* " Cavendish on Whist ").

RETURNED LEADS.

You should return your partner's lead in order to assist in clearing his suit. But if you have a very strong suit of your own (for example, ace, king, and two small ones, or queen, knave, and three small ones), you are justified in opening that, as your suit is presumably better than your partner's.

RETURN THE LOWEST OF A STRONG SUIT, THE HIGHEST OF A WEAK SUIT.—The *number* of cards in the suit is the test, unless you hold the winning card, when always lead it irrespective of number, lest it should be trumped, third round. Otherwise, with but two cards remaining after the first round, you are weak, and should return the highest, sacrificing yourself to support your partner. With more than two remaining you should return the lowest ; for you are strong, and are, consequently, justified in holding back your high cards.

It is important to observe that the rule holds, even in the case of the smallest cards. Thus : Your partner leads a suit of which you hold ace.

three, and two. In returning his suit after winning with the ace, *you are bound to return the three, not the two.* When your two falls in the third round, he will know that you do not hold another. But suppose your cards to be ace, four, three, and two. In returning the suit you are bound to choose the two. After the third round, your partner will conclude with certainty that you hold more of the suit.

LEADS LATE IN A HAND.

AVOID CHANGING SUITS.—As a rule you should continue to lead your own or your partner's strong suit at every opportunity, in order to realize the advantages of leading from strength. But an untoward fall of the cards may compel you to have recourse to a weak suit. In such a case you choose a suit in which you suppose your right-hand adversary is weak, or, though this is less favorable, one in which your left-hand adversary is strong, by which you place your partner in an advantageous position. You should lead the highest of the weak suit, as you thereby do all in your power to support your partner's hand.

THE SECOND HAND.

[*Observe.*—The words "and so on" in Rule 8 refer to similar sequences. Thus: With king, queen, knave, and ten, the ten should be put on second hand.]

PLAY YOUR LOWEST CARD SECOND HAND, in order to husband such strength as you hold in the adversary's suit. You leave the chance of the first trick to your partner, trusting to his holding a better card than the third player.

But, if you have a strong sequence, it is generally better to put on a high card second hand. You may thereby save your partner, while you still remain with a high card over the original leader.

Example.—You, second player, have queen, knave, and one small card. You put on the knave. If your partner has ace, etc., and the lead was from the king, you make the knave, and your partner keeps up the ace. If you had put on the small one second hand, your partner's ace might have been forced out the first round. Your partner may not hold the ace at all; but in this case you do no harm by putting on the knave, as however you play you cannot win more than one trick in the suit.

When the leader opens his suit with a high card, it is sometimes advisable for the second player to cover it. As a rule, you cannot make a better use of an ace than to win an honor with it. With king or queen you should cover an honor if you have but three cards of the suit, because then you are weak, and you sacrifice your good cards in hopes of

assisting your partner. But if you have four of the suit you are strong, and, with king or queen, you pass an honor, leaving to your partner the chance of helping you.

When not able to follow suit second hand, you should not trump a suit of which your partner may hold the best if you have four or more trumps, but should trump with less than four. For with four trumps you are strong, with less than four you are weak. When weak in trumps, the best use you can put them to is to make tricks by trumping; but not when you are strong in trumps (see Management of Trumps).

THE THIRD HAND.

PLAY YOUR HIGHEST CARD THIRD HAND.—In order to assist in clearing your partner's suit.

Exceptions.—With ace and queen you should put on your queen, taking the chance of the king's lying to your right. Also: if your partner leads a high card, it is sometimes advisable not to cover it, as he may have led to support your hand.

MANAGEMENT OF TRUMPS.

LEAD TRUMPS WHEN VERY STRONG IN THEM.—With five or more trumps you are very strong. You should lead them with the object of exhausting the adversaries' trumps. With five trumps your chance of succeeding in this and remaining with the long trumps is considerable, and you have an excellent prospect of bringing in any long suit which you or your partner may hold.

Number being the principal element of strength, you should not be deterred from leading from five trumps simply because the fourth hand has turned up an honor. Nor should you lead from less than five trumps merely because an honor has been turned up second hand.

If you are very strong in trumps (*i. e.*, with a minimum of five trumps one being an honor, or four trumps two being honors), and have not the lead, you can *ask for trumps* (*i. e.*, call on your partner to lead a trump), by playing an unnecessarily high card before a low one. Thus, if your partner leads king, ace of a suit, and to the first round you play the three, to the second round the two, you have asked for trumps. Your partner is then bound to relinquish his game, and to lead trumps at once. If he has three trumps he should lead his highest, and then his next highest. If he has more than three trumps, his lowest, unless he has the ace, when he should lead that and then his lowest.

If your partner leads trumps or asks for trumps, and you have four or more trumps, you should *echo* by asking at the first opportunity.

You should lead from four trumps if you get the lead after the adversaries' hands are cleared of your strong suit, or so far cleared that you command it.

As a rule you should not lead from less than four trumps unless

You have winning cards in every suit; or

The adversaries are both trumping; or

The game is hopeless unless your partner proves strong.

You should at once return your partner's trump lead, because he, by leading trumps, declares a strong game, and it is your best policy to second him, even if by so doing you abandon your own plans.

DO NOT FORCE YOUR PARTNER IF YOU ARE WEAK IN TRUMPS.—With less than four trumps you are weak. When weak yourself, you should not lead a card for your partner to trump; for, by forcing, you weaken him and run the serious risk of leaving the command of trumps with the adversaries.

Exceptions.—You may force your partner though yourself weak,

If he has already been forced and has not afterward led a trump; or

If you know him to be weak in trumps, as by his having trumped second hand; or

If you and he can each trump a different suit; or

When one trick from his hand wins or saves the game or a point.

The same considerations which make it inexpedient to force your partner when you are weak, show that it is advantageous to force a strong trump hand of the adversary.

GENERAL.

PLAY THE LOWEST OF A SEQUENCE WHEN NOT LEADING. — You naturally win a trick with the smallest card you can, or if you cannot win it you throw away the smallest you have. By adopting a uniform plan, you enable your partner to tell what cards you hold. And it is found by experience that this information is of more value to your partner than to the adversaries.

KEEP THE COMMAND OF YOUR ADVERSARIES' SUIT; GET RID OF THE COMMAND OF YOUR PARTNER'S SUIT.—You assume that the suit chosen for the lead by each player is his strong suit. By leading the winning card of a suit you assist in clearing it. This, of course, is to your advantage so far as your partner's suit is concerned. But the reverse holds with regard to your opponents' suits. Here you want to obstruct the establishment of a suit as much as you can, and should therefore not

only refrain from leading the commanding cards, but should keep second best and third best cards guarded with small ones, as long as you can.

If, however, the adversaries continue their suit, you should, as a rule, play the winning card of it in the second round, as the chances are it will be trumped third round.

This is the simplest rule for beginners. But there are various exceptions. Thus, if you have best and third best of a suit, and have reason to suppose the second best is to your right you would play the third best. In trumps also, if you are not desirous of stopping the trump lead at once, it is often right to pass the second round.

DISCARD FROM YOUR WEAKEST SUIT.—When not able to follow suit you do no harm by throwing away from suits in which you are already weak; but if you throw away from a strong suit you diminish its numerical power.

The same rule applies as to trumping second hand. If weak in trumps, trump a doubtful card, but not if strong.

There is one exception to the rule of discarding from the weakest suit. If the opponents declare great strength in trumps, as by leading or asking for them, you have no reasonable chance of bringing in a long suit. In such cases you must play on the defence, and guard your weak suits, discarding from your best protected suit, which is generally your long suit.

It follows, if your partner pursues this plan, that he will give you credit for weakness in the suit you first discard, when no great adverse strength in trumps has been shown, and he will refrain from subsequently leading that suit. But, if great adverse strength in trumps has been declared, he will assume you to be strong in the suit you first discard, and will lead that suit unless he has a very strong suit of his own.

PLAY TO THE SCORE.—All general rules are subject to this one. Thus, if one trick saves or wins the game, make it at once. For example: The score is love-all; you have four tricks; the adversaries have shown two by honors; your partner opens a fresh suit of which you have ace, queen. The general rule is to play the queen: but, as here one trick saves the game, you would generally be right to play the ace.

The example is given for one trick; but you should always keep in mind how many tricks are requisite to win or save the game, or even a point, and play accordingly.

WATCH THE FALL OF THE CARDS.—By observing the suits led by the different players, and the value of the cards played by each, and by counting the number of cards out in the various suits, especially in trumps, you will find that you will of know the position of all the important

cards remaining in; and by means of this knowledge you will be enabled to play the hand, particularly toward its close, to the best advantage. You should begin by recording in your own mind the broad indications of the hand as it progresses; you will gradually acquire the power of noting even the minor features without any great effort.

You should draw your inferences *at the time.* Thus, if a king is led originally and you have the ace of that suit, you should *at once* infer that the leader has the queen; and so on for other combinations.

The following table gives some of the more important inferences:

PLAY.	INFERENCE.
Original Leader.	
Suit led.	Is his strongest.
Small card led.	Has not any combination from which a high card is led.
Ace led.	Has at least five in suit and has not king.
Ace, then queen.	Has knave.
King led.	Has ace or queen, or both.
Queen led.	Has not ace or king, but almost certainly knave and ten.
And so on through the whole list of leads.	
Plain suit led originally.	Is not very strong in trumps.
Leader, Second Round of a Suit.	
Does not lead winning card.	Has not got it.
Leads the second best.	Has the third best.
Returns partner's lead with a low card; afterward plays a higher one.	Has more.
Returns partner's lead with a high card; afterward plays a lower one.	Has no more.
Second Hand.	
Plays a low card.	His lowest, unless calling for trumps.
Plays a high card.	Has no more, or the next highest, or one of the combinations with which a high card is played second hand.

Plays an honor on an honor.	Has another honor, or only three at most of the suit, except he puts on ace, when he may have more.
Does not play an honor on an honor, and afterward plays an honor in the suit.	Has more than three and no second honor.

Third Hand.

Plays ace.	Has neither king nor queen.

Fourth Hand.

Does not win the trick if against him.	Has no higher card than the one against him.
Wins with any card.	Has no card between the one he plays and the one against him.

Second, Third, or Fourth Player.

Any card.	Has not the one next below it.
Does not cover or win the trick.	Card played is his lowest, unless he is asking for trumps.
Any suit discarded.	Is weak in that suit, except great strength in trumps has been declared against him, when he is strong.

Trumps.

Leads to force his partner.	Is strong in trumps, unless partner has already been forced accidentally and has not led trumps.
Refrains from forcing his partner.	Is weak in trumps.
Does not trump a winning card.	Has no trump or has four trumps and wants trumps led.
Trumps a doubtful card.	Is weak in trumps.
Does not trump a doubtful card.	Is strong in trumps, or has no trump.
Plays unnecessarily a high card before a low one in any suit.	Is calling for trumps.

ILLUSTRATIVE HAND.—A, Y, B, Z are the four players. They sit round the table in the above order, A and B being partners against Y and Z. A has the first lead ; Z is the dealer.

It must be remembered that, in actual play, each player can only see

his own hand. The play will not therefore be that which evidently on inspection of the hands will turn out most successfully.

The reader is advised to play through the hand with the cards before him.

B's Hand.

Ace, 7, 4, 3 of spades.
King, 7, 3, 2 of hearts.
Ace, 7, 6 of clubs.
King, 3 of diamonds.

Y's Hand.

King, knave, 6 of spades.
Knave, 10, 9, 6 of hearts.
King of clubs.
Ace, queen, 10, 9, 5 of diamonds.

Z's Hand.

Queen, 8, 5 of spades.
Ace, 5, 4 of hearts.
9, 8, 3 of clubs.
Knave, 8, 6, 2 of diamonds.

A's Hand.

10, 9, 2 of spades.
Queen, 8 of hearts.
Queen, knave, 10, 5, 4, 2 of clubs.
7, 4 of diamonds.

Score, love-all. Z turns up the four of hearts.

THE PLAY.

The cards in each trick are placed in the order in which they are played, the leader's card standing first. The capital letter in front of each card, shows by whom it is played.

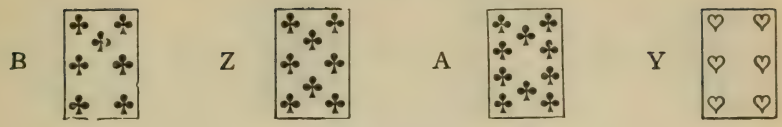
TRICK I.—A leads.

A  Y  B  Z 

Won by B.

A leads from his strongest suit.
Z, being unable to win the trick, plays his smallest card.

TRICK II.—B leads.



Won by Y.

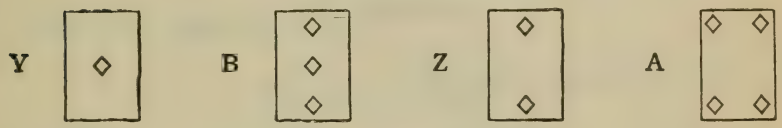
B returns his partner's lead. Having but two left he returns the best.

This lead is badly judged by B. He should give his partner credit for knave, ten, etc., in clubs, and the suit is, therefore, established. Being himself strong in spades, and having some protection in diamonds, with four trumps to an honor, he should have led a trump, just the same as though the command of clubs had been in his own hand.

Z and A play the lowest cards of their sequences.

Z cannot hold knave of clubs or he would play it, consequently A has it. This, however, by a more experienced player than B, would have been taken for granted when the first card was led.

TRICK III.—Y leads.



Won by Y.

Y now obtains the lead for the first time, and opens his strongest suit Having five diamonds he leads the ace.

TRICK IV.—Y leads.



Won by B.

Y continues his suit.

TRICK V.—B leads.

B  Z  A  Y 

Won by A.

B leads a trump (see Remarks, Trick 2).

Z plays his lowest card second hand. As a rule the trump card should not be played if the holder has another of equal value, in order to inform partner; but when trumps are led by the adversary the information is generally more useful to him, and the trump card should be played.

A plays his highest card third hand.

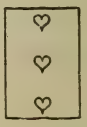
TRICK VI.—A leads.

A  Y  B  Z 

Won by Z.

A returns his partner's trump lead.

TRICK VII.—Z leads.

Z  A  Y  B 

Won by B.

Z continues his partner's suit. Knowing that the lead was from five diamonds (see Remark, Trick 3), he leads the knave in preference to the eight that he may not keep the command.

A discards from his weakest suit.

Y wins the knave that he may go on with the diamond, in case he finds B with the eight. There is nothing to show that the eight is in Z's hand.

TRICK VIII.—B leads.

B  Z  A  Y 

Won by Y.

It is clear that A has no more trumps, or he would have trumped the knave of diamonds at Trick 7. It is also clear that Y cannot have the five of hearts, as he has played six, nine, and ten (which must be his lowest). It is also certain that Z has not the knave and the five of trumps, or he would have led the knave before going on with the diamond. Therefore the trumps must be divided in the adverse hands, and B draws them, so that, when he obtains the lead with the ace of spades, he may give his partner the club.

TRICK IX.—Y leads.

Y  B  Z  A 

Won by Y.

Y brings in the diamonds.

TRICK X.—Y leads.

Y  B  Z  A 

Won by Y.

TRICK XI.—Y leads.

Y  B  Z  A 

Won by B.

B puts on ace second hand that he may bring in his partner's clubs.

TRICK XII.—B leads.

B  Z  A  Y 

Won by A.

A B win the odd trick.

THE WHIST PRIMER.

Although we should strongly advise players who wish to become masters of the game of whist to study the scientific treatise to which we have given ample space, it often happens that time is wanting, and that at first only a fair conception of how to play whist is desirable. To such we present The Whist Primer; here may be found in a concise form the rules and methods of play. After this has been understood the finer study of whist can be more readily mastered.

GENERAL RULES.

Whist is the game of silence. When talk begins, whist ceases.

Deal to left, one card at a time, to each of four players until the pack is dealt. The last card is the trump,* and should be left face up on the table until the dealer plays to the first lead. He then takes it into his hand. The game is five points. Each trick above six counts one point.

The Ace, King, Queen, and Jack of trumps are called Honors; four held by player and partner, together or separately, count four points; three Honors count two; two Honors do not count.

As often as not the Honors are not counted. The game of five points is won by the odd tricks alone. This way of counting eliminates much of the element of chance of late years; even in conservative England counting Honors has been abandoned.

In case of a misdeal the dealer loses, and the deal passes to the left. In playing you are bound to follow suit if you have it.

Sort your cards carefully, noting the number and value of each. It is well to adopt a uniform rule as to the position in your hand of your trumps and your long suit.

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* Many American players cut the trump from a second pack during the deal; the play is for points and not games, and honors as such do not count.

Be careful in playing your small cards: for example, do not play the Five when you have the Four.*

Avoid leading from a suit which one adversary trumps, and the other discards to. Generally continue a suit to which your partner discards.

Retain the commanding cards in your adversary's long suit as long as possible. Play out the commanding cards in your partner's long suit as speedily as possible.

Discard from your shortest or weakest suit. To discard the highest card of a suit means that you have entire command of the suit; to discard the second best means that you have no other card of the suit.

Do not lead from a single card. When not leading, play lowest of sequences. Lead through strength on your left up to weakness on your right.

Do not play false cards; it is more important to avoid deceiving your partner than to seek to deceive your adversaries. False play is sure to deceive the former, and may not deceive the latter.

It is generally unwise to finesse in your partner's long suit; except when you hold Ace and Queen, third hand, play Queen.

Above all things, remember that your partner's hand and your own are to be played together as one hand; to mislead your partner by false play or a capricious variation from the established rules, is to render a union of the hands impossible, and will convert his play into a mere blind groping. For instance, if from Ace, King, and others, you lead Ace instead of King, while it will make no difference in taking that particular trick, it tells your partner a whist falsehood; he thinks that your Ace lead is from Ace and Four, or from Ace, Queen, and Jack, and he will regulate his play accordingly.

FIRST LEADS IN PLAIN SUITS.—Always lead from your long suit; if you have more than one long suit of four or more, lead from the strongest. Avoid, if possible, a first lead from a suit of less than four.

If you have five or more trumps, it is generally wise to lead them, unless you are weak in all the plain suits. If very strong in *all* other suits, you may lead trumps from three to four.

From plain suits, original leads, lead as follows.

Lead Ace:

(1) From Ace with four or more others without King. Follow with smallest (or next to smallest, if you have five).

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* The "Call and Echo" when employed will vary this rule.

(2) From Ace, Queen, and Jack, with or without others. Follow with Queen, if holding not more than one small one. Otherwise lead Jack.

These are the only two Ace leads from a long suit.

Bear in mind that you should lead Ace from Ace and King, when you have trumped another suit.

Lead King:

(1) From Ace, King, and two or more others. Follow with Ace, unless you hold Queen; if so, play Queen.

(2) From King, Queen, and two or more others without Jack; or from King, Queen, Jack, and one other, not Ten; follow with small one, unless you hold Jack; if so, play Queen.

These are the only King leads from a long suit.

Lead Queen:

From Queen, Jack, and Ten, with or without others. Follow with Jack, unless you have five or more; if so, follow with lowest of sequence.

This is the only Queen lead from a long suit.

Lead Jack:

(1) From King, Queen, Jack, and not less than two others (without Ten). Follow with King, if you have two small ones; with Queen, if you hold more.

(2) From Jack, Ten, and Nine, with or without others. Follow with Ten if holding one card below Nine; with more, lead Nine.

These are the only Jack leads from a long suit.

Lead Ten:

(1) From King, Queen, Jack, and Ten, with or without others. Follow with King, if you have no small card; otherwise play Jack.

(2) From King, Jack, and Ten, with or without others (not including Nine). Follow with small one if Ten takes the trick.

(3) From Ten, Nine, Eight, Seven.

These are the only Ten leads from a long suit.

Lead Nine:

From King, Jack, Ten, and Nine.

This is the only Nine lead from a long suit.

Lead small cards from all other hands not stated above; lead lowest from four small cards, and next to lowest from five or more small ones.

FORCED LEADS.—Forced leads are those leads from suits of three or less, where the exigencies of the game require a lead from such suits. Lead as follows:

From Ace and two others (without King), King and two others, Queen and two others, lead highest, if you have good reason to think that your partner is strong in that suit. Otherwise, lead lowest.

From Jack and two small ones, Ten and two small ones, Nine and two small ones, lead highest.

From the Ace and one, King and one, Queen and one, Jack and one, Ten and one, lead the highest.

LEAD HIGHEST.—In returning your partner's long suit, when you originally held three of the suit. *Always* return its commanding card.

If you have previously discarded one from the suit of four, play as if you originally held three.

Generally when compelled to lead from a suit of three; always if you feel sure that your partner is strong in the suit.

From two cards, whatever they are.

LEAD LOWEST.—In all cases not above mentioned. In returning your partner's lead when you originally held four of the suit. From an Ace and three small ones. From King and others, (without Queen). From Queen, Jack, and two or more small ones. Generally from an honor with three or more small ones. From four small ones.

AFTER FORCED LEADS.—After playing highest from Ace and two, King and two, Queen and two, Jack and two, Ten and two, if you take the trick play the highest left.

TRUMPS.—It is generally wise to play a waiting game with a strong hand in trumps; as they are sure to take finally. Rules for plain suit leads generally hold good, with following variations:

From Ace, King, and not more than five others, play small one. From Ace, King, and six small ones, play King and then Ace.

From Ace, King, and Queen, lead Queen and then King. From Ace, King, Queen, and Jack, lead Jack. From Ace and four (without King), lead smallest but one. From Ace and six small ones, lead Ace. From King, Queen, and two or more small ones, lead small one unless you have more than five small ones; if so, lead King.

SECOND HAND.—When a suit is led for the first time, play second hand low; except holding the Ace you put it on a King, on a Jack, and generally on a Queen.

Second and third leads of same suit, you generally play to take the trick, second hand. The safest rule for a beginner to follow is to play the lowest, second hand. The following are the common exceptions:

Holding Ace and King, play King.

Holding King and Queen, play Queen.

Holding Ace, Queen, and Jack, play Jack.

Holding Ace, Queen, and Ten, play Queen.

Also if you have two high cards of a sequence (as Queen and Jack, Jack and Ten), with only one other; or if you have three high cards in sequence with any number, it is considered well to play the lowest of the sequence, second hand. With two high cards of a sequence and two or more others, play lowest.

If an honor is led, you should generally put a higher one on it; but if strong in suit you may play low.

Do not trump a doubtful trick second hand, if strong in trumps (four or more); if weak, trump fearlessly.

Bear in mind that the correct play, second hand, depends upon the state of the game, the cards played, and many other considerations; it is impossible to formulate any simple set of rules to govern the play second hand. Experience and observation alone will teach the best play.*

THIRD HAND.—The safest rule for the beginner to adopt is to play the highest you have third hand, except when you cannot play a higher card than any played; and in playing from sequences, play the lowest of the sequence third hand. Always watch the fall of the cards from your adversaries, so as not to waste high cards where smaller ones would answer the purpose.

The variations from third hand high, arise from considerations usually belonging to fine play, depend on the state of the game, and cannot be formulated into rules. But when you hold Ace and Queen third hand, play Queen.

FOURTH HAND.—Play to take the trick as cheaply as possible. If you cannot take it, play the lowest you have. Sometimes it is necessary to take a trick (especially near the end of the hand) which is already your partner's; as, for example, to get high cards out of the way, or to get the lead, or to enable you to lead up to a weak hand. It is sometimes necessary to lose the trick fourth hand. All this is a matter of skill and judgment, and must depend on the player.

AMERICAN LEADS.—The following are the principal American leads, which differ from those heretofore given, and about the wisdom of which there has been some dispute among European players:

Lead Ace:

From Ace, Jack, Ten, and others; follow with Ten.

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* Prof. Proctor in "How to Play Whist" has formulated rules for second hand which the student will find useful for a more thorough knowledge of play second hand.

Lead King :

From King, Queen, Jack, Ten ; follow with Ten.

Lead Queen :

From Queen, Jack, Nine, and two others.

Never lead the Nine from head of sequence, or from suit containing either Ace or Queen. Always lead the Nine in opening from King, Jack, and others.

When you open a strong suit with a low card, lead your fourth best. When you open a strong suit with a high card follow with your original fourth best.

American players, and skilful ones too, are very prone to play their own hand, without regard to their partner's hand. This "going it alone" is a distinctively American trait ; it is opposed to the theory and philosophy of Whist, which is based upon a combination of the two hands ; and it should be avoided.

GENERAL OBSERVATIONS.—Always return your partner's trump lead at the very first opportunity. Return highest of two, and lowest of three or more. Before returning your partner's long-suit lead, it is generally wise to lead your own. Always do so if your long suit is strong. But if you hold the commanding card in your partner's long suit, you must return it before leading from your own long suit.

Bear in mind that sound play will not *always* succeed ; that there are few, if any, *invariable* rules of whist ; that many of them may seem without reason, which really are founded on the experience of the ablest European players.

No allusion has been made to the "Call for trumps," and the "Echo"; first, because out of place in an elementary treatment of the game ; and, second, because in the writer's experience they are falling into disuse, especially among American players. A full explanation of them, with instructions as to how and when they should be employed, will be found in the works of Pole, Clay, Proctor, or Cavendish. They belong, however, to fine play.

Do not attempt to remember the fall of every card. First, keep accurate run of the trumps ; of your own, of your partner's and your adversaries' long suits, and the fall of the commanding cards in each. Little by little, almost intuitively, the fall of the cards will be retained in the memory. Watch the play, and do not watch your cards.

Do not assume to be your partner's critic or instructor except by request. It is not only annoying to the other players, but it is worse than

useless to say to your partner, "What did you play that eight spot for when clubs led?" etc., etc. That particular case will not occur again in the lifetime of the players; the learner will learn little or nothing from special plays. Confine your instruction to the imparting of general rules; as, for instance, "play second hand low"; "always return your partner's trump lead," etc., etc. But to manifest impatience, or to scold your partner, besides being in the worst possible taste, leads to no good, teaches no lesson, and too often results in self-distrust and timidity on the part of the player, especially if it be a lady; she is deterred from playing as well as she might through dread of incurring this impatient, unkind, and unwise criticism of her play.

Keep your temper; keep your patience; keep the run of the game, and shuffle the cards. Bear success or failure with an equal mind.

WHIST SIGNALLING.

Of late years the game of Whist has undergone a remarkable development, rather in practice than in theory. To-day is the era of "Signalling." Whereas, twenty-five years ago, to lead a suit was perfectly understood as requiring a partner's return of the suit; such signalling has been to-day very much amplified. This signalling by the peculiar method of playing a sequence, has been decried by many old-fashioned whist players and called unfair. It might be called unfair, if certain methods of play were agreed upon by two persons, the rest of the players being kept in ignorance of this signalling. But the methods are well known, or supposed to be known by all players, and the opposing parties can make use of this signalling if it pleases them, so what is fair for one is fair for all.

ASKING FOR TRUMPS, AND THE ECHO.—During many years there has been a system arranged, termed "asking for trumps," "the signal," and "the blue Peter," which indicates that you are strong in trumps and that you hold either five trumps or four trumps and two honors, and that it is most advantageous to your hand that your partner lead you trumps at the first opportunity. This "ask" is indicated by your playing an unnecessarily high card, that is, on a trick won by Ace, third in hand, you as fourth player throw the Six, and next round play the Two, or as second player, play the Four, and then next round, drop the Two or Three. Thus, asking for trumps means playing a *totally unnecessarily* high card, when by subseqent play you show you could have played a lower card. You must be careful to distinguish between a totally unnecessarily high card, and a card played to cover another card,

or to protect your partner. If you hold Knave, Ten, and Two of a suit, as second player, you play your Ten, on next round you would play your Two, if this trick was won by a card higher than your Knave. Your partner must not assume, from the fall of the Two, that you have asked for trumps; you have simply played the proper card. If you wished to ask for trumps, with this hand you should play your Knave on the first card led. But your partner cannot tell until the third round of the suit, whether you have or have not asked for trumps under the above conditions. Thus the play of the second hand must be watched carefully to note whether the card played is, or is not, a protecting card, and not an "ask." With fourth player there is less chance of mistake, for if the trick be already won, and he throws a Five or any other higher card, and next round plays the Two or Three, it must be an ask. If the card led by the original leader be a high card, such as King or Ace, then the play of second player is not liable to be misunderstood. No player can ask for trumps by his lead.

Third player may win with King when he holds Queen, or with Ace when he holds King, and so indicate his signal.

It may often happen that a player with a strong hand of trumps wishes them to be *led* to him for two reasons: First, that by the card his partner leads him he may ascertain or estimate his partner's strength; second, because the card turned to his right may enable him to safely finesse. Thus with Ace, Queen, Knave, and one other trump and King turned up to the right, it is advantageous that trumps should be led to this hand through the King; whereas if this hand led trumps, the King must make, unless Ace be led and the King is unguarded. Thus if one partner ask for trumps, the other partner should lead him the highest if he hold three, and the lowest if he hold four trumps, unless his partner hold the Ace, when he should lead Ace, then lowest of the three remaining.

Those players who note carefully the fall of every card will scarcely ever fail to see the call, whether made by their partner or adversaries. Bad players sometimes excuse themselves, when they have omitted to notice the fall of the cards, by saying they were not looking out for it. Such a remark is a confession to the effect that the fall of the cards is not noticed, except probably the fall of Aces, Kings, and Queens.

To attempt to play Whist when you omit to notice the call for trumps is to play at an immense disadvantage. Nearly every moderate player now understands the call for trumps, so that if one player out of the four does not do so, he is overmatched by those who do.

There are certain conditions of a game when one player, judging from

the cards in his hand, may see after a few rounds that the only way of saving the game is to obtain a trump lead from his partner. Under such circumstances he would be justified in asking for trumps, although he may not possess the strength indicated as that justifying an original call. You should therefore note the cards carefully that are played throughout the hand, for your partner may not have called early in the game, but may do so after half the cards have been played.

THE ECHO.—As a sequel to the "ask for trumps," another system of play has been for some time adopted, by which if your partner ask for trumps, you can inform him whether you hold four, or more or less than four trumps; that is, either to "ask" in trumps when they are led, or ask in some other suit after your partner has asked. This echo is a most powerful aid, as it is almost certain to enable you to win an extra trick. The following may serve as an example:

Your partner holds Ace, King, Queen, and Ten of trumps; you hold Nine, Five, Three, and Two. Your partner has asked for trumps, and immediately after leads the Queen. On this you play your Three. He then leads King; on this you play your Two. He then knows you hold four trumps. He then leads Ace, on which you play your Five, and Knave falls from one adversary. Your partner now holds best trump, and could draw the remaining trump if it were in the adversary's hand; but you by the echo have told him it is in your hand, so he will not draw it, and you probably make it by ruffing a losing card. Had you not echoed, your partner would draw this trump, as he would conclude it was held by the adversaries.

Those players who do not play the echo, must play at a disadvantage against those who do play it. It may sometimes occur that when in the first lead you have decided to ask for trumps, the fall of the cards show that a trump lead is not desirable. For example: King of Hearts is led by your right-hand adversary. You hold five trumps, with Ace; Knave, and four small Hearts, and no winning cards; you, however, commence, and ask in trumps. To the King of Hearts your partner plays the Knave; original leader follows with Ace. You now know that your partner can hold only Queen of Hearts, and may hold no more; so the whole Heart suit is against you, and your partner's trumps can be well employed in winning tricks on Hearts; also the adversaries will probably lead trumps up to or through you. Instead, therefore, of completing your ask, you throw a higher card than the one you played originally, and thus conceal your original intention.

Many very good players are of opinion that the conventional ask for trumps has to a great extent interfered with the high art of Whist. They

argue that formerly, when the ask was not adopted a fine player would almost instinctively know when a trump was desirable, and would act accordingly. Now say these objectors, the matter is made so plain by the ask that any common observer sees it. There may be some reasons for these objections; but whether or not the objections are sound, yet the system is played, and unless you also adopt it you will play to disadvantage with those who practice it.

It may be urged, however, that some players very often omit to notice the call, and therefore a certain amount of observation is necessary in order never to omit noticing the call when either your partner or adversaries give it.

If you hold five trumps, you may echo with the lowest but two, if this card is a low one, and then play your lowest to next round; your partner missing the intermediate card, places five in your hand.

FOR AND AGAINST SIGNALLING.—Arguments for and against signalling are being constantly advanced, and we present, first, the one favoring signalling:

AN ADVOCATE OF SIGNALLING.—Objections may be classed under two heads.

I. It is said that the game has been changed from a pleasant family amusement into a difficult and complicated study, requiring much patience and skill to master its intricacies; and, as a corollary to the above, that players of the developed game have an unfair advantage over others, when they sit down to play together.

II. It is described as an act of questionable honesty to play a card with any other object than the winning of the trick in progress, or the getting rid of a worthless card; and to play one card in preference to another for the purpose of giving information to a partner is said to be a violation of the rule which forbids communication between the partners.

Now with regard to the former objection, it may surely be assumed to be clearly understood beforehand, when persons sit down to a game of skill, that a keen trial of intellectual strength is the very object aimed at; and that by mutual consent all feelings of forbearance are for a time to be laid aside, and every advantage taken which the rules of the game permit. It may be very reprehensible under ordinary circumstances to knock a man down; but if he puts on the gloves, and stands up to you for a trial of skill in boxing, you should certainly knock him down, if you can do so consistently with the recognized rules of fair hitting. To turn the other cheek to the smiter may be a rule of Christian perfection; but those who think that this rule may not be laid aside for a time by mutual consent must not amuse themselves with boxing. Precisely in the same

way it is wrong in general to entrap your neighbor by offering him some slight advantage in order that you may gain a greater advantage over him afterward; but if he sits down to play chess with you, is it therefore wrong to offer him the King's Gambit, or any other form of "trap" by which you hope to entice him into an unwise move?

It may be said that all this is self-evident, and so it is. But then, what becomes of the objection to skilful play at whist, or to the fairness of any advantage gained thereby? Indeed I should hardly have thought the objection worthy of notice had I not more than once met with it in quarters where I should have expected something very different.

With regard to the second objection we must, as a preliminary, lay down in distinct terms the axiom, that a method of play which is adopted in all Whist Clubs, and recommended in books on Whist accessible to all players, cannot be in any proper sense of the term dishonest or dishonorable. It may be different to the method in vogue among certain players, and it may be occasionally advantageous to those who adopt it; but if so, the advantage is a lawful one—as lawful as that which a knowledge of the openings gives to a chess player, or a knowledge of the "cuts and guards" to a fencer. If any one chooses to think that family whist, or "Bumblepuppy," is preferable to scientific whist, he has a right to his opinion; few good players will agree with him, and there the matter may rest. But to call in question the honesty of a method of play which is not forbidden by any rule of the game, and is practiced by all good players, is to use terms in a sense in which they are not commonly understood.

While, however, such play is unquestionably honest, it is at least conceivable that it may be injurious to the interests of the game. If the great majority of whist players were to find themselves hopelessly beaten whenever they sat down to play with those of the advanced school; if they found also that the modern developments of the game were so many and so difficult, that it was impossible for ordinary people to master them, then indeed we might have some reason to fear for the continued popularity of that which would cease to be a recreation. But such is not the case.

Of course if any four persons like to take a pack of cards, and play with them a game bearing about as much resemblance to whist as skittles to chess, there can be no reason why they should not do so; and this is what they must do if they try to play whist without "signalling." If there is any truth in the argument against whist signalling, it goes too far; much farther than those who bring it forward probably intend. Almost every card played in the game is a signal; that is to say, a skilful

partner will draw some inference as to the number or value of the cards remaining in the hand of the player. And this is inevitable. It can only be from certain combinations of cards that the one played is the proper one to play; and if the partner has any confidence in the player, he will credit him with holding one of these combinations. A glance at the cards in his own hand may perhaps reduce this information to a more precise shape.

Possibly, however, an objector to signalling may say that there is no harm in playing so as to give information to a partner, provided the card played is the one which would be played independently of any such motive; but that it becomes dishonest, or at any rate questionable, when one card is played in preference to another for that purpose. Who then is to judge what was the motive of the player? I doubt whether he could always do so himself. He has to form a rapid judgment between various, and sometimes conflicting motives; and if rules are to be made restricting his liberty to play this or that card under particular circumstances, the game will soon cease to be a game at all.

Every improvement is questioned and attacked when first suggested; so of course the modern developments of whist have had to stand much criticism. I only ask that they may be fairly criticised on their merits; and not condemned by those who have not mastered them, and not given them a fair trial. Let any tolerably good whist player learn the American leads, and practice them, whether those with whom he plays know them or not. I can promise him that he will soon learn to appreciate them, and that his liking for the best of all games will be greater than it was before.

But while I have endeavored to defend these conventional methods of play simply on their intrinsic merits, and to show that they ought not to be regarded as arbitrary signals to a partner, I by no means admit that such a defence is in any way necessary to their justification. All writers on Whist, from Hoyle to Cavendish, have recommended this or that method of play simply because it gives information to a partner, either not dreaming that the fairness of such a course could be called in question, or mentioning the notion only to scout it. All good whist players adopt such recommendations for this very reason; and so long as the "signal" is given simply by the exercise of the player's undoubted right to select one card of a suit in preference to another—so long as no private understanding with a partner has been entered into—for so long, but no longer, must I hold the signal to be unquestionably lawful: and if any one is still inclined to raise objections, I reply, "Play Whist without signals if you can."

OPPOSED TO SIGNALLING.—Signals are arbitrary, and are as unfair as coughing, sneezing, or drumming on the table, used for signalling, would admittedly be. If they are actual developments of strategic principles, they are, of course, perfectly fair.

In the first place it should be remembered that the finest whist players yet known knew nothing of our signals. It would probably have surprised Deschapelles had he been told that the time would come when persons calling themselves whist players would think more of a number of arbitrary signals, taxing only the attention, than of all the points of strategy which he and his contemporaries regarded as the essence of the game. Clay used to say that he had never played with any one who came near Deschapelles for rapidity in recognizing when there would arise occasion for playing the *grand coup* (that is, undertrumping his partner or throwing away a winning card to avoid the lead when leading would involve the loss of a trick out of two which might both be made if the *coup* player were led up to). *This* is whist. It is strategy of this sort which alone makes the game worth playing by intelligent persons, who need something more than mere pip-counting to get enjoyment out of a card game. But how many of the modern whist players, whose whole attention is directed to watching for Peters, Echoes, Penultimates, and for opportunities for displaying these signals, ever see the occasion for the *coup*, even when it stares them in the face? As for seeing it four or five tricks ahead, not one of them ever does. Even the great high-priest of the signalling system knows so little in actual practice of the *grand coup*, that a dozen editions of his book on whist contained, as an example of this stroke of strategy, a hand in which he himself had done his best to throw away a certain game by resorting to the *coup* unnecessarily. In his Essays, Cavendish refers to this particular hand as a triumph of whist strategy; and it was not until Mogul, the arch-enemy of conventional whist, pointed out the rottenness of the play, that this triumphant example of the *grand coup* was finally dismissed to its appropriate limbo. One wonders what Deschapelles would have thought of this. If he could study the game just as Cavendish played it, having also had the signals explained to him, for they come in to make Cavendish's mistakes less excusable, he would probably have spoken somewhat as follows: "Aha! I see this system is excellent—*for your adversaries.* This chief teacher of yours is carefully shown by his adversary, on the left, that he has five diamonds. *My* adversaries were not so accommodating. And then, having considerately exhausted his mind in looking out for this signal, he forthwith proceeds to avoid two obvious paths to victory, in order to adopt a course which gives five chances to one against

success. Or *peut-être*, in this new whist, which is, I perceive, somewhat conventional, there is a certain satisfaction in playing the *grand coup*, even when it is more likely to do harm than good. *We* were so simple (you may hardly credit it) that positively we thought more of winning or saving the game than we did of playing *coups*. Of the signals we knew nothing, and so could give our adversaries none of the information you considerately supply them with."

This would not be simply *persiflage*. There is a truth well worth considering by whist players, underlying it all. Here is the most accomplished whist player of the day, not only failing utterly in a point of whist strategy in actual play, but actually failing to see his mistakes when studying the game through at his leisure. None of the signal-lovers who study his book note the mistakes affecting their master's play. Content to observe that all the signals are duly hoisted throughout the game, they find nothing wrong in the strategy. It is only when the game comes to be looked over by one who cares more for whist strategy than for counting with the signallers, that the mistakes are found out.

Does not this look as though modern signalling whist were altogether inferior to the old-fashioned scientific, that is to say strategic, game?

One of the most remarkable results of the signalling system, when thoroughly brought into vogue in a company of players of no exceptional strength, is the singular disproportion between the ability displayed in signalling and the power to make use of the knowledge obtained from signals. Your conventional player signals and counter-signals like Harlequin; but he is generally as helpless as Pantaloon to get any good from the knowledge he thus obtains. When I asked a player, who thinks a good deal of his skill, why he signalled when strong in trumps, he answered readily, and rightly enough (though only parrot-like), "Because I want my partner to know that I am strong in trumps, and that we ought to play a forward game." When I asked, however, what he meant by a forward game, and what he considered the proper method of playing such a game, it appeared that his ideas were confused in the extreme. "Oh, of course one knows what a forward game is; it means a game in which one tries to make a large number of tricks; my partner knows I have plenty of trumps, so that I can probably ruff one of the plain suits, if not two, and get extra tricks that way; or we may get a cross ruff; or —or—bring in a long suit—in fine, we may take advantage of our strength generally." Is this too absurd to be believed? Ask ten players who fancy their whist, and are proud in their knowledge of all the signals, what is the proper way of utilizing the information given by the signal, and seven out of the ten will talk just such nonsense. Nine out of ten

who regard the Peter, the Echo, and the Penultimate (or original fourth) as the soul of the scientific game, show in actual practice that they think they have done all they need do when in response to the signal they have led trumps. Not quite so many, but at least one-half of the ten are quite capable of the enormity of forcing their partner, trumps having been played for a round or two, after it has become clear that one of the enemy matches him in trump strength. Watching a game which presented fine opportunities for strategy, the following almost incredible proceedings came to pass :—A had responded to a Peter by his partner B, the round in which the signal was completed establishing A's suit originally a five-card one. Three rounds of trumps showed Z to be of equal trump strength numerically with B the signaller, each now retaining one trump, Z's the higher. Y led from a long suit, in which, after two rounds, it appeared that all the remaining strength lay between him and Z, who had three cards left in it, B having none. A had taken the last round in this suit, and now had to lead. If he had only led from his established suit, forcing Z, it was all up with Y-Z, whether Z yielded to the force at once or not. If Z would not yield to the force at all, three tricks went to A, who could then lead his partner's suit, which must be very strong, since he had signalled and shown weakness in the two other plain suits. If Z yielded to the force, then either he must lead Y's suit or B's. If the former, B trumps, and A-B make all the remaining tricks ; if the latter, A-B equally make all the remaining tricks. A-B would thus have made four by cards, and (as it chanced) the game, for they stood at 1 to love. What A actually did, showed that the most marked skill in regard to whist conventions may be accompanied by utter ineptitude—one might almost say imbecility—in regard to whist strategy. He deliberately forced his partner by leading Y's suit ! B had no choice but to yield to the fatal stroke of his partner, howsoever he may have wailed, *Et tu Brute*, in his heart. For, if he had resisted, Y would have taken the trick, very properly playing his best in order to get out of Z's way, who, it appeared, had originally held five in that suit. Y would have led the suit again, and if B again passed the trick, Z would have taken it, drawn B's last trump, made another trick in his long suit, and the same evil would have resulted which actually befel A-B. B trumped then, and led his own suit, making two tricks in it ; but then Z ruffed, led Y's suit, and though the hand did not result in Y-Z's favor, A-B's strength being overwhelming, A-B made only two by cards, instead of four, as they would had A played correctly.

When B remonstrated with his partner, A replied in a way which even more clearly indicated his ignorance of whist strategy than his bad play itself. (For a man may play badly through carelessness ; defended bad

play is much more significant.) "I saw your trump would fall to Z's," he was good enough to explain, "unless I gave you a chance of making it; so I led a suit which I knew you could ruff." To enable B to make that one trick, A had spoiled the whole of B's strategy, and enabled Y-Z to save a lost game.

With the signalling system, the weaker players are not only engaged in a more difficult game because of the approximation of the game to double dummy, but that this difficulty is enhanced by a heavy tax on the memory and attention, it will be admitted that they are more heavily handicapped now, when opposed to really fine players, than they were when the older game was played.

It is practically certain that the signalling system will not be checked by any rules (of *etiquette*, for no *laws* can be passed against it) making signalling an offense against whist manners. It is too profitable to the strong players; and whether playing for money or for love, the strong players will forego no advantage which may enhance their superiority. But the weaker players, and those among the strong who are generously disposed, are not without the means of checking the evil. Let them thoroughly master the signalling system (all but the "echo in plain suits" which is simply chaotic), let them fall into the constant habit of noting it as played by the enemy (they will find this always useful, and learn rather to despise a method which helps their own play so much); but let them refrain from signalling themselves and constantly inform each partner they may play with, that should *he* signal, he will only be enlightening the enemy, not advancing his or their game. This is a course by which players of moderate strength may deprive the signalling system of more than half its mischievous effects, and yet enjoy their recreational rubber. For strong players matched against players of their own calibre, there is perhaps no other resource but to play the signalling system, difficult and wearisome though it may have made the game. It is not four-handed whist, as known to the finest players of old times, which is thus played, however, but an entirely different and much less attractive game.

AMERICAN WHIST LEAGUE

The following rules are the latest additions to the game of whist, and have been generally accepted by all whist clubs in the United States. The points of variance from the older rules are not salient, still in some cases, where questions arose as to certain technical points, the rules of the Whist League cover these. As these American rules are concise and

plain, we deem them worthy of adoption by all whist players in this country.

THE LAWS OF WHIST—SCORING.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the loser's score from seven.

FORMATION OF THE TABLE.

2. Those first in the room have the preference. If by reason of two or more arriving at the same time more than four assemble, the preference among the last comers is determined by cutting a lower cut giving the preference over all cutting higher. A complete table consists of six. The four having the preference play.

3. If two players cut intermediate cards of equal value they cut again, and the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value they cut again. If the fourth has cut the highest card the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card he deals, and the highest two of the new cut are partners.

5. At the end of the game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

CUTTING.

7. In cutting, the ace is the lowest card. All must cut from the same pack. If the player exposes more than one card he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

SHUFFLING.

8. Before every deal the cards must be shuffled. When two packs are used the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases the dealer may shuffle last.

9. The pack must not be shuffled during the play of the hand, nor so as to expose the face of any card.

CUTTING TO THE DEALER.

10. The dealer must present the pack to his right hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the centre of the table; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If in cutting or in reuniting the separate packets a card is exposed, the pack must be reshuffled and cut; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the cards after they have been properly cut he loses his deal.

DEALING.

13. When the pack has been properly cut and reunited the dealer must distribute the cards one at a time to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer—

I. If any card except the last is faced in the pack.

II. If during the deal or during the play of the hand the pack is proved incorrect or imperfect, but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place the exposed card cannot be called.

16. Any one dealing out of turn or with his adversaries' cards may be stopped before the trump card is turned, after which the deal is valid and the cards, if changed, so remain.

MISDEALING.

17. It is a misdeal—

I. If the dealer omits to have the pack cut and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal unless during the deal either of the adversaries touch the cards, or in any other manner interrupt the dealer.

THE TRUMP CARD.

18. The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick. If left on the table until after the second trick has been turned and quitted, it becomes an exposed card. After it has been lawfully taken up it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

19. If at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult, and shall have the choice—

I. To have a new deal; or

II. To have the hand played out; in which case the surplus or missing card or cards are not taken into account.

III. If either of the adversaries also has more or less than his correct number there must be a new deal. If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

EXPOSED CARDS.

20. The following are exposed cards:

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

III. Every card so held by a player that his partner admits he had seen any portion of its face.

IV. All the cards in a hand so lowered or held by a player that his partner admits that he has seen the hand.

V. Every card named by the player holding it.

21. All exposed cards are liable to be called by either adversary, must be left face upward on the table, and must not be taken into the player's hand again. A player must lead or play them when they are called, pro-

vided he can do so without revoking. The call may be repeated until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play no penalty remains.

22. If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are exposed cards; it makes no difference whether he plays them one after the other or throws them all on the table together; after the first card is played the others are exposed.

23. A player having an exposed card must not play until the adversary having the right to call it has stated whether or not he wishes to do so. If he plays another card without so waiting, such card also is an exposed card.

LEADING OUT OF TURN.

24. If any player leads out of turn or before the preceding trick has been turned and quitted, a suit may be called from him or his partner when it is next the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead cannot be called, and must be taken back.

PLAYING OUT OF TURN.

25. If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or if he has none, to trump or not to trump the trick.

REVOKING.

27. A revoke is a renounce in error, not corrected in time. A player renounces in error when, holding one or more cards of the suit led, he plays a card of a different suit.

28. A renounce in error may be corrected by the player making it before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke the card improperly played by him becomes an exposed card. Any player or players who have played after him may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be claimed for as many revokes as occur during the hand. The revoking side cannot win the game in that hand; if both sides revoke neither can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out, if the revoke loses them the game; they nevertheless score all points made by them up to the score of 6.

32. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no proof is necessary and the revoke is established if after it has been claimed the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

MISCELLANEOUS.

34. If a player is lawfully called upon to play the highest or lowest of a suit or to trump or not to trump a trick or to lead a suit and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

35. Any one during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

36. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.

37. In all cases where a penalty has been incurred the offender must await the decision of the player entitled to exact it. If the wrong player demands a penalty, or a wrong penalty is demanded, none can be enforced.

38. When a trick has been turned and quitted it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

39. If any player says "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's hand must be laid upon the table and treated as exposed cards

40. League clubs may adopt any rule requiring or permitting methods of scoring or of forming the table different from those above described.

CONCLUSION OF WHIST.

"*The game consists of ten points.*" See Pole's Rules. The old-fashioned method of counting ten points is out of use. In the United States a game of five points is common, and so is the game of seven points. Honors do not count, only tricks. To score points with honors is, to-day, then, exceptional in the United States. In remote parts of England only are honors scored.

As to whether five or seven should constitute a game, we incline toward the game of seven points, for the reason that this game being the longer, the better are the chances of the cards being equalized. Good play then comes more conspicuously to the front.

As to the trump card. The last card of the dealer, the fifty-second card, is turned, and is the trump. This is the rule, and should never be deviated from. Sometimes the trump is made in France and Germany on cutting a card in an additional pack, Whist, for convenience, being played with two packs, and the card thus cut in the other pack is made trump. This is not Whist, and is contrary to all the rules of the game. Much fine play is often made depending on the trump card turned. To make a trump, not in the dealer's hand, must then never be permitted. It is a bastard whist. It may be remarked that Solo Whist, though a good game, is not whist.

DUPLICATE WHIST.

This game is sometimes called "Retrospective Whist." Having dealt the cards as usual, you play them according to the existing rules; but then, when the game is over, instead of dealing the cards afresh, the same hands which have just been played are again taken by the four players: A and C, however, now having the cards which B and D held, while B and D take the hand just played by A and C. Thus the same hands are played out a second time, and a score is kept so that it may be seen which pair of partners has made the most of the cards they have successfully held. And this process being repeated with every game, the rubber is finally said to be won by the two players who, under the above conditions, have shown the greater skill. Skill, in short, alone tells in Duplicate Whist, chance having nothing whatever to do with the result: for if one

pair of partners get all four honors in their hands in the first game, their rivals will hold them, as a matter of course, in the next.

A few technical details are necessary, in order to explain how the record of the cards dealt to the four players may be kept, also of the play, so that the game may be duplicated.

Procure a pack of blank business cards, 5 x 3 inches, and fill them up, or have them printed, as shown by the diagram A. You have here the 4 suits, S. spades, H. hearts, C. clubs, D. diamonds. As soon as the cards are dealt, some one designated beforehand, looks at the hands, and marks them down on the blank cards, A standing for an Ace, K for a King, Q for a Queen, and J for a Jack. The other cards are designated as to numbers, as "1" for a deuce, "9" for a nine, etc. On the blank space on top of the four cards, one for each player, is written "First Round," and the partners are designated as A and B, Y and Z. At the bottom of the card is written "Dealer" on the card of the person who deals, and the trump is designated not only as to suit, but the exact card turned. It is found to be convenient, to have a piece of pasteboard on which these cards are kept in their places by means of elastic straps. The scorer is provided with another card, which gives the results. This is known as the "Result Card," and it is made in this way:

	S.	H.	C.	D.
1..	..	..	..	..
2..	..	..	..	..
3..	..	..	..	..
4..	..	..	..	..
5..	..	..	..	..
6..	..	..	..	..
7..	..	..	..	..
8..	..	..	..	..
9..	..	..	..	..
10..	..	..	..	..
11..	..	..	..	..
12..	..	..	..	..
13..	..	..	..	..

Diagram A.

RESULT.

A. B.		Y. Z.	
1st hand	.....	1st hand	.....
2 "	.....	2 "	.....
3 "	.....	3 "	.....
4 "	.....	4 "	.....
5 "	.....	5 "	.....
6 "	.....	6 "	.....
7 "	.....	7 "	.....

On this Result Card, the tricks taken over six, are recorded, with the names of the players.

If it be thought worth while to follow out the exact game, a score of whist can be kept in this way, which is taken from actual play:

	A				Y				B				Z			
	S.	H.	C.	D.	S.	H.	C.	D.	S.	H.	C.	D.	S.	H.	C.	D.
1..	6	..	..	..	A	..	..	..	4	..	..	..	3	..	..	..
2..	K	..	..	..	J	..	..	..	9	..	..	..	7	..	..	..
3..	..	..	..	K	2	..	..	..	..	..	..	4	..	..	..	5
4..	..	..	K	..	..	..	6	..	..	..	4	..	..	..	A	..
5..	..	5	..	..	..	K	..	..	..	2	..	..	..	3	..	..
6..	..	..	..	2	Q	..	..	..	10	..	..	..	..	6	..	..
7..	..	..	2	..	..	..	8	..	..	..	7	..	..	..	3	..
8..	..	..	5	..	5	..	..	..	..	..	10	..	..	..	J	..
9..	..	..	..	3	..	4	..	..	..	9	..	..	..	A	..	..
10..	..	..	9	..	8	..	..	..	..	..	2	..	..	..	..	7
11..	..	..	..	6	..	10	..	..	..	Q	..	..	..	8	..	..
12..	..	..	..	A	..	7	..	..	..	..	..	10	..	..	..	8
13..	..	..	..	9	..	J	..	..	..	..	..	J	..	..	..	Q

The first hand A dealt, and diamonds were trumps, the ace having been turned. You read it a line at a time. A played 6 of spades, Y the ace, B the 4, Z the 3 of spades.

Sometimes results are given on the same cards as those used to show what are the hands of each player ; but this is likely to lead to confusion. There are many ingenious methods of showing what are the exact cards dealt, but these are more or less cumbersome. The one above explained seems to be the simplest, the most accurate, and most readily obtainable.

In all cases where Duplicate Whist is played, there should be some one, well acquainted with whist, who must keep the tally cards, otherwise there is confusion. You never can play Duplicate Whist in a rapid way, for it takes time to write down what are the cards. This may be said in its favor, that it is the only method, by means of which good play can be distinguished from poor play, and on that account, Duplicate Whist should be played by all whist clubs.

The real test of Duplicate Whist, is to allow several days to intervene, between a game, and the playing of it a second time.

The game can be played without the whist trays. By playing at two tables eight persons can enjoy the game with two decks of cards. When the two games have been completed, the players change tables and positions. This method is obvious without further explanation.

A patent deck of cards made of celluloid, with dials between the back and front of the cards, also enables one to play the game with but one pack of cards.

DUMMY WHIST.

Three players play this game. Four hands are dealt, but the extra hand is thrown upon the table, face upward, and is known as "Dummy." With the following exceptions the rules of Whist govern this game:

Dummy deals at the beginning of each rubber and is not punished for revoking, as his adversaries see his cards. If the hand is turned before the revoke is discovered the play stands. If Dummy's partner revokes he is liable to the usual penalties.

As Dummy is blind and deaf, his partner is not penalized for exposing cards or for saying that he would take a certain trick. If, however, he leads from Dummy when he should lead himself, or *vice versa,* a suit may be called from the hand which should have led.

The policy of the game is obvious. It shows the expediency of leading a card that strengthens your partner; the benefit of pursuing an old suit rather than introducing a fresh weak one, etc.

DOUBLE DUMMY.

This game is played by two players, who each play a Dummy. The laws are the same as in Dummy Whist, except that there is no misdeal, as the deal is a disadvantage.

The players and the Dummies deal in turn. Double Dummy is the favorite game with expert whist players. It is the very best method by which the beginner can study the great game Whist.

SOLO WHIST.

SOLO WHIST can be played by four and five, or three and four persons. When five play, the fifth comes in for four games, and stays out one game, as in Skat (see Skat, page 323, for four players). In the same way, when there are four, three play, and the fourth stays out, as in Skat.

Solo Whist is, however, a game of four. When played with four an entire pack is used.

The deal is cut for as in Whist. Cards are given three at a time, until the fourth round, when one card is given at a time, until each player has thirteen cards. The last card is turned, is the trump card, and belongs to the dealer, as in Whist.

Cards have the same value as in Whist. The ace is the highest, then king, queen, knave, the deuce being the lowest.

There are various games to be made in Solo, which a Boston player will at once understand.

The games are: (1), Proposition, or Proposal, which calls on the part of another player for an Acceptance; (2), The Solo; (3), The Misery; (4), The Abundance; (5), Misery on the Table; (6), Abundance Declared.

The lowest call is the Proposition and Acceptance, the highest Abundance Declared.

When all pass, or there is no declare, according to prior arrangement, a new deal may be in order, the deal passing, or a general Misery may be played. The person making the most tricks, then passes the other players three counters each. Sometimes the player taking the last trick is mulcted two counters, to be paid to each of the other players.

Differing from Whist, there are no fixed partnerships. A partner is asked for, and help is given or not, at the option of the players. It may so happen that a player proposing may find a partner to his immediate right or to his left or as his *vis-à-vis*. When a Proposition is made and accepted by some one, the two players associated are to make eight tricks between them. The other two players try to prevent the making of the eight tricks.

A, B, C, D are playing Solo Whist. A has B to his left, then C is opposite to A, and D to A's right. A is after D, the dealer, and has the first call, and passes, and says "I pass." B, C or D may call for a partner in Proposition. A can become his partner. The act of passing does not prevent his (A's) partnership, but in no other position has a player who has once passed, the option of passing.

Trumps are used precisely as in Whist. You must follow suit. If you have not the suit, you may trump, or over trump, or not trump, at pleasure. In Proposition the trump card turned remains the trump.

The Solo, is when a player declares he will take five tricks without assistance. He plays alone. The three others are against him. The trump card turned remains trumps.

The Misery, is when a player declares he will take no trick. The other players try to make him take a trick. He loses if he takes a trick.

The Abundance, is when a caller proposes to make alone nine tricks. He may make it in any suit he pleases, indifferent to the trump card turned. Another player may, however, call Abundance in the trump color turned, then the Abundance in the trump suit is better, being counted the higher, and he has the preference. A caller in Abundance must at once designate the suit, as "I call an Abundance in diamonds, or in trumps."

Misery on the Table, is when a player lays his cards on the table, face upwards, and is to take no tricks at all. As in Boston and Skat, there is no trump. The cards have the same values as before.

Abundance Declared, is to make all the thirteen tricks. Any trump may be selected. He has this advantage, he takes the lead. An Abundance Declared in the turned trump is the highest, as it is in simple Abundance. If the player of this Abundance Declared loses a trick, he does not win.

STAKES.

For a Proposition Accepted, six counters.
Solo, six counters.
Misery, twelve counters.
Abundance, eighteen counters.
Misery on the Table, twenty-four counters.
Abundance Declared, thirty-six counters.

There are several methods of increasing the penalties in Proposition, Solo, and Abundance. One counter is added for every trick made over the declare, or one counter for every trick less. Thus a Proposition with one more trick, or nine tricks, the stakes received would be seven counters. If Proposition fall short one, or only seven tricks were made, it would be seven. This method holds good in all cases, but not for the Miseries or for Abundance Declared. It may be wise to increase penalties in this way, as it prevents wild play.

If four play, A, B, C, D, and A makes or loses a call, he pays B, C, D, or if he win, B, C, and D pay A. Say A plays a Solo, the penalty of

which is six, and wins. He receives eighteen chips, or if he lose, he pays eighteen chips, or more according to loss of tricks. If there be a fifth playing, he is payed, or the extra man pays, as the case may be.

A player calling Proposition and finding no response, need not play. He can pass if no reply comes. A player can always augment his call. He might call a Proposition, and if no response came, then make it Solo. But if once Proposition is accepted, he is bound to it.

Calling goes round the table as the cards are dealt.

Solo Whist is a game, the rules of which are not difficult to acquire, but it requires a good deal of skill to play it properly.

The penalties for a revoke are stringent. A player revoking cannot win. He has to pay twice the penalty. If a partner make a revoke, his fault is imposed on his associate or associates. If in Proposition and acceptance a revoke is made by either side, two pay the other two double. If one player, trying to make a Solo, revokes, he pays the other three double, or the reverse is carried out. The rule works both ways.

THREE-HANDED SOLO WHIST.

THIS game is like the four-handed Solo Whist, only it is played with forty, or with thirty-nine cards.

In playing with forty cards, all the twos, threes, and fours are discarded, which leaves forty cards. Thirteen cards are given to each of the three players, and that makes thirty-nine, and there is one card, the fortieth, over. This is turned and is the trump, but is not taken into the hands. The other way is to take out one suit, generally diamonds. This leaves thirty-nine cards, or each player receives thirteen cards. The last card is turned and is trump, and belongs to the dealer. The taking out of the twos, threes, and fours, makes the more amusing game of the two.

There are no Propositions permitted in the three-handed game. All the other calls are the same as in four-handed Solo Whist.

A fourth player may be taken, as in Skat (see page 323).

Both these games have been sometimes called Ghent Whist, and have some features of Boston. A good Whist player can at once seize on the leading methods of playing this interesting game.

BRIDGE WHIST.

(Rules compiled from Best Authorities.)

Bridge Whist, after an existence of forty years, has come into such favor that the great game poker is second to it. In Turkey, Egypt, and the Riviera it has been played as khedive. Holland has had a variation, and in Russia the game has been played under the name yeralash.

In May, 1903, the clubs of Paris and London passed laws that no member could lose more than a stipulated sum in any one month. These rules were made because several members of prominent clubs had ruined themselves at play.

To-day in no two countries are the rules of play the same. The rules given here are compiled from the best authorities in different countries.

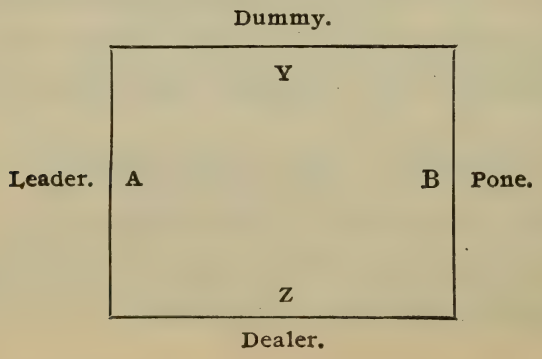
THE RULES.

A full pack of 52 cards, which rank as in Whist, are used. Four persons play as a rule, but five or six may do so. With more than four the four who shall play the first rubber are selected by cutting. The four thus selected cut for partners, choice of seats and cards.

The proper method of cutting for cards is to spread them upon the table, face downward. Each player selects a card and turns it face upward. The four drawing the lowest cards play the first rubber. Then the four cut for partners in the same manner, the two cutting the lowest cards playing against the other pair. The partner cutting the lowest card deals. All ties are decided by the tying players cutting again.

POSITION AT THE TABLE.

Partners sit opposite to one another and are designated by their positions in the first trick of the deal. The dealer's partner is the dummy. The leader or eldest hand sits on the dealer's left, and his partner, known as the pone, sits opposite, as in the following diagram:



In hands used to illustrate games the letters used in the diagram are placed at the head of columns to indicate the leader and the other players on the first trick.

DEALING.

Two packs should be used. While the dealer is shuffling and passing the cards to the pone to be cut, the dummy shuffles the second deck and places them on his right hand ready for the next deal. The dealer distributes the cards one at a time to each player until the pack is exhausted. There are no misdeals in Bridge, as the deal is a disadvantage, and no trumps are turned. Whenever there are irregularities in the deal the same dealer again deals.

If the dealer or his partner expose a card his adversaries can demand a new deal, and *vice versa*. Anything is an irregularity that would be irregular in a Whist deal, exposed cards, reversed cards in the deck, etc.

If a player has less than 13 cards and plays, the deal stands; if a player deals out of turn or with the wrong cards, unless the error is corrected before the first card is led, it stands; no player can cut nor shuffle nor deal for his partner without his opponents' consent. If the pack is discovered to be imperfect or incorrect there must be a new deal with a new pack, but all scores made with the imperfect pack stand.

SCORING.

The score is kept on a sheet of paper. The common form in use follows:

WE.		THEY.	
POINTS.	HONORS.	POINTS.	HONORS.

The score should be kept with a heavy red, blue, or green pencil, and should be in such a position that each player can see always the state of the game. The honor points are placed in one column and the trick points in another.

Although two separate scores are played for, the points made by tricks only win the game. Trick points are made by fixing a value to each trick above six which two partners capture. Every trick beyond six on the book counts points according to the suit which on that hand is trumps. Thirty points is the game, but if a player has 28 points and makes 60 on hand he is credited with 88 points, and a line is drawn beneath the score to indicate that the game has been won. At the end of the hand the side winning the most tricks announces the number, as "One by cards," or "Two by cards," etc.

Three games of thirty or more points count a rubber. If the same partners win the first two games the third is not played. The side that wins the rubber gets a bonus of 100 points, which is added to its score. The total number of trick points and honor points are then added up and the lower score is deducted from the higher, and the difference is the value of the rubber in points.

MAKING THE TRUMP.

After the deal the dealer examines his hand and then announces the suit that shall be trumps, or he elects to play without a trump suit. He is guided in this by the value of tricks when certain suits are trumps. The table of trick values follows:

When there is no trump each trick counts 12; when hearts are trumps each counts 8; diamonds trumps, each counts 6; with clubs trumps each trick counts 4, and when spades are trumps each trick counts 2 points.

With the game 30 points, three tricks at no trumps, four tricks in hearts, and so through the suits, are necessary to win.

Another thing that must be considered is the value of the honors the hand contains. The honors in Bridge are the ace, king, queen, jack and ten of the trump suit. When there is no trump the four aces are the only honors.

Three out of five honors, simple honors, is in value equal to two tricks in that suit, while four honors held by partners is equal to four tricks, and five held in one hand is equal to five tricks. The honor values, tabulated for convenience, follow:

If the trump suit is	Spades.	Clubs.	Diamonds.	Hearts.
Three honors count	4	8	12	16
Four honors count	8	16	24	32
Five honors count	10	20	30	40
Four in one hand count	16	32	48	64
Four in one hand, one in partner's	18	36	54	72
Five in one hand	20	40	60	80

To remember these values is easy if the value of the spade suit is learned. Clubs are twice as valuable as spades, diamonds three times as valuable, and hearts are worth four times spades.

With no trump suit: Three aces between partners are worth 30, four worth 40, while four aces in one hand are worth 100.

The score by honors does not help to win or lose the game, but it has a great deal to do with the ultimate value of the rubber. It happens at times that the side losing the game by tricks has such a large honor score that, in spite of the bonus of 100 given to the winner of this side, it has a majority of the points. This happening, however, is obviously rare, as the 100-point bonus generally prevents such occurrences.

Little Slam, the winning of twelve tricks by one side, counts 20 points by honors, while Grand Slam, the taking of thirteen tricks, gives 40 points in the honor column.

Chicane is when a player has no trump in his hand. This adds to his partner's honor column and reduces the sum of the opponents' honor score by the amount of simple honors. Going over, or doubling, never affects the scores that go in the honor column.

When the dealer is not strong enough near the end of the game to feel certain of winning on the deal, he will rarely make it a black trump. He can then leave it to his partner, saying: "You may make it, partner." The partner then has to make it whether he wishes to or not. If he is weak he will make it spades. Neither side must make any declarations. If the dummy names a trump without being requested to, either of his adversaries may demand that it stand or may insist on a new deal. If either adversary make a declaration, the dealer can demand a new deal or play, as he thinks best.

DOUBLING.

After the trump is made it cannot be changed, but the adversary can double. He will always do this if he thinks he can make the odd trick. He doubles by announcing, "I go over." The dealer may have made it hearts, then the value of the odd trick, instead of being 8, becomes 16. The same if "no trumps" are declared. The odd trick is worth 24 instead of 12.

The eldest hand has the first say. If he does not wish to go over he says, "Shall I play?" If his partner wishes to double he can then so declare. If the eldest hand plays without this question, the pone cannot double.

If the eldest hand or the pone doubles, the player who named the trump can double again by simply saying, "I go back." If he does not wish to do this he simply says, "Enough." Going back can be continued

indefinitely, but in some clubs a rule has been made which limits the doubling to eight times the original value of the tricks.

If the pone doubles out of turn, the player who made the trump can let it stand or not as he pleases. If the pone indicates that he will not double out of his turn, his partner cannot double. If a player goes over or goes back out of his turn, it is for the adversary who made the last declaration to say whether the irregular declaration shall stand.

After the trump suit is announced the eldest hand leads, and as soon as the cards are on the table the dummy places his hand on the table, face upward, and he cannot make a suggestion or touch a card unless requested to by his partner. Should the dealer renounce to any suit, the dummy can call his attention to it by asking, "No clubs, partner?" This saves the revoke, if one has been made. He should also call attention to a lead from the wrong hand by the dealer. If, however, the dummy calls the dealer's attention to any penalty that he is entitled to, the dealer cannot exact that penalty.

The rules of play are the same as in Whist. There is no penalty if the dealer exposes cards, but if his adversaries expose any, lead out of turn, play two cards to one trick, the exposed card must lie on the table and the dealer can call it at any time, unless the play of the card necessitates a revoke. There is no penalty if the dealer lead out of the wrong hand. If this error is not discovered before all four have played, it cannot be corrected. If the adversary leads out of turn the dealer may call a suit from the one that should have led, or if it was neither's turn to lead he can call it from the first who obtains the lead. If the dealer takes his hand from a card it cannot be changed. If the third hand plays ahead of the second, the fourth may play before his partner. If the fourth plays before his partner, the dealer or dummy can call upon the second hand to win or not to win the trick.

If a player, except dummy, forgets to play and the error is not discovered until the next trick, a new deal can be called for. A player putting two cards on a trick is liable for any revokes, even though he discovers his error and the tricks are searched and the superfluous card returned to him. If two or more cards are played at once, the dealer can designate the one he wishes played. A revoke can be corrected at any time before the trick is turned. If the player making the correction is an adversary of the leader, the leader can call on him to play the highest or lowest card of the suit, or he can require that the card be permitted to lie exposed upon the table. There is no penalty if dummy revokes nor if the dealer corrects his revoke in time. The penalty of a revoke is the loss of three tricks for every revoke. The revoking side cannot go game

on the hand, but must stop at 28, while tricks taken for the revoke penalty do not count toward slams.

If the dealer mistakenly says, "I take the rest," and his adversaries throw down their hands, their cards cannot be called, as they can if they should do so otherwise.

After the hand is finished the points and honors are scored. If the trump was hearts and the dealer made three tricks, his side scores in the WE side, under points, 24 points. If he and his partner had three honors, he counts in the honor column 48. Another hand is played then, and if the same side win and make 30 tricks the game is won and the rubber is not played.

THE PLAY.

The first lead is made blindly, as the dummy does not expose his hand until the card is on the table. This lead should never be a trump unless ten-aces or guarded kings are held in all outside suits. Always lead a card that will permit you to hold the lead until you see dummy's hand.

Whenever you hold the king and the queen, or king ace, or ace, king, queen, lead the king. The rules as to leads are as numerous as those in Whist and in many cases are like those in Whist.

A trump signal is never used. If you get the lead, return your partner's suit. Lead the highest of two and the lowest of three.

ADVICE TO BEGINNERS.

With four aces always make no trump. With three aces the hand should be no-trumper, unless the hand is remarkable in the red suits.

With two aces and protection in a third suit there should be no trump, as protection in a suit is almost a certain trick.

With only one ace a no-trumper should never be made, unless there is exceptional strength in all the other suits.

Without an ace a no-trumper should never be made, unless the player has a phenomenal hand in court cards.

With a suit missing, a no-trumper may be risked generally, but you stand a chance to lose the odd trick.

With two missing suits a no-trumper should never be risked, unless the player has six or seven tricks in his hand.

After considering the chances of a no-trumper, the chances of hearts as trumps are considered and then diamonds and so to spades. The making of spades is always an acknowledgment of weakness.

For making hearts five trumps with two honors should be the minimum. Even then, unless you have ace and king, it is not safe if you have nothing as good as queen in other suits.

Five hearts and one honor is not safe, unless you have protection in two other suits.

With ace, king, queen, and jack of hearts you should make it hearts. Even if you lose by tricks you make 64 in honors.

With four hearts and three honors hearts can be made. The honors count so high in hearts that they are worth playing for.

In considering other trumps the same factors guide except in diamonds. Even with five trumps diamonds should not be made without an honor in the hand.

To consider each suit would take a whole book, which is not possible in an elementary treatise of this kind. A player soon learns what is safe and what is not.

In discarding always discard your strong suit.

DUPLICATE BRIDGE.

In this variation of Bridge the trays used in regular Duplicate Whist can be used. A sheet of paper ruled off in such a manner as to show the deals, trumps, points made and points lost, is used to score on.

The game can be played with any number of tables from two up. It is better to divide a large number of players into sections of not more than 7 tables each, so that the game will not become tiresome.

The trays are numbered on the back and each pocket is numbered so as to indicate the dealer. An arrow is also on the tray, and this arrow should always point in the same direction. At the first table trays numbered from 1 to 4 are placed, at the second 5 to 8, at the third 9 to 12, etc.

At the start the cards must be shuffled by the player sitting opposite the mark on the tray indicating the dealer. When the hands have been played they are placed in the trays without being shuffled. The procedure is the same as in Bridge, except that the cards are played in front of each player as in Duplicate Whist. The dealer does not play his dummy partner's cards, but calls out the card he wishes played. The cards are turned and the tricks kept count of as in Duplicate Whist.

When the hand has been played and the score entered, the cards are placed in the tray and passed to the next table. After four deals, the pair A and B having won, they move to the next table and Y and Z keep their seats. A and B at all tables move in the same direction. The trays played with always go in the opposite direction from A and B.

There is no dealing of cards in the second round. The dealer takes his cards from the pocket of the tray opposite him and makes the trump or passes. After four deals the A and B players again move forward, the Y and Z partners always remaining in their seats.

If there are six tables A and B will meet the trays at the fourth table which they played with at the first. To avoid this A and B skip the fourth table in a six-table game, the fifth in an eight-table game, etc.

The scores are kept on specially ruled slips of paper. The names of the players, with their pair numbers, the number of the table at which they started, are entered at the top of the slips. The first column on the slip shows the number of the deal, the second the number of their adversaries, the third the trump, then points and honors won, and points and honors lost, then in the last column the gross loss and gross gain.

At the end of the last game the winning points are added and the points lost are added, and then the totals are subtracted and must be a total plus or a total minus.

Then all the scores of the A and B pairs are added up and divided by the number of pairs playing, to find the average. The same method is used in discovering the average of the Y and Z pairs.

Say the average is 250 and No. 4's score was 380, the average taken from 380 would leave 130 for No. 4. Then if No. 5 had 390, No. 5's score would be 140 and the top score.

If two pairs play, as in Duplicate Whist, the score is kept as in that game, and the side making the greatest gains wins.

DUMMY BRIDGE.

Bridge Whist, properly speaking, is Dummy Whist. In Bridge there are four players, however, one of whom lays down his hand. If, however, four players are not available, three play and the game becomes "Dummy" Bridge.

The simplest method of play follows:

The players cut for partners, choice of seats, cards, etc., as in the ordinary game. The player cutting the lowest card has the choice and is the lone player for the game or the rubber. In case of a rubber the 100 points are added to the winner's score as in the ordinary game. In the second rubber the partners cut to see who will be the single player. On the third rubber the single player is that one who has not had that position.

If rubbers are not played, but games only, the winning side adds but 50 points to its score. Three games should be played, so that each player shall be single.

When play begins the cards are cut, shuffled, and then the single player deals them, beginning on his left, so that the last card will fall to his share.

Then the dealer makes the trump or passes it to dummy. If he passes, he examines dummy, who is forced to make it no trump if he holds three or four aces; if he has but two aces he cannot make it no trump, but must make it his longest suit—that is, the suit in which he holds the most cards; if he has two suits of equal length he must make it the strongest suit, which is decided by counting the pips on the cards, ace counting 14, king 13, queen 12, jack 11.

When the trump has been declared the eldest hand can go over or ask his partner, "Shall I play?" His partner can go over, but then the dealer can go back; and as he has seen two hands, if the dummy has made it, he has an advantage. If the single player makes the trump and is gone over, he must go back without looking at dummy. If he names the trump the dummy is not turned until after the eldest hand has led. If dummy makes the trump his hand is not exposed until the first card is led. Then the play proceeds as in Bridge.

When the hand is completed and scored, the single player goes to the opposite side of the table, and the player who was his opponent on his left has the deal, the former single player being eldest hand.

There are several other ways to play. For instance: The dealer is compelled to make the trump from his own hand, whether the single player or not. It is not passed to the partner, and the single player is not permitted to see dummy's cards, until the lead for the first trick has been made. Neither can the eldest hand ask his partner if he must play, but he must go over or lead, and if he goes over the single player may go back, but the eldest hand's partner takes no part in the doubling.

DRAW POKER.

RULES FOR PLAYING.

By the Hon. Robert C. Schenck,

Envoy Extraordinary and Minister Plenipotentiary of the United States of America near Her Majesty the Queen of Great Britain and Ireland.

The deal is of no special value, and anybody may begin.

The dealer, beginning with the person at his left, throws around five cards to each player, giving one card at a time.

The dealer shuffles and makes up the pack himself; or, it may be done by the player at his left, and the player at his right must cut.

To begin the pool, the player next to the dealer on his left must put up money, which is called an "Ante"; and then in succession each player, passing around to the left, must, after looking at his hand, determine if he goes in or not; and each person deciding to play for the pool must put in twice the amount of the ante. Those who decline to play throw up their cards face downward on the table, and, per consequence, in front of the next dealer.*

When all who wish to play have gone in, the person putting up the ante can either give up all interest in the pool, thus forfeiting the ante that has been put up, or else can play like the others who have gone in,

* Note.—A, B, C, D, and E (five being the best number to play the game) sit down to play draw poker. A deals the cards; B "antes"—say five cents. ("Ante" is corrupted from the French word *entrer*, to enter.) C can "straddle" B, by putting up (or "anteing") at least ten cents, which is double B's "ante," without looking at his cards. This doubling the ante (or "blind") is called a "straddle," and always should carry the "age," as an inducement to straddle. D can straddle C, which makes a double straddle, and thus takes the "age" from C; and so round *ad infinitum*.—Arkansas.

by "making good"; that is, putting up in addition to the ante as much more as will make him equal in stake to the rest.

If a number of players have gone in, it is best generally for the ante-man to make good and go in, even with a poor hand, because half his stake is already up, and he can therefore stay in for half as much as the others have had to put up, which is a percentage in favor of his taking the risk. This, of course, does not apply if any one has "raised"; that is, more than doubled the ante before it comes around to the starting-point.

Any one, at the time of going in, must put up as much as double the ante, and may put up as much more as he pleases, by way of "raising" the ante; in which case every other player must put up as much as will make his stake equal to such increase, or else abandon what he has already put in.

Each player, as he makes good and equals the others who are in before him, can thus increase the ante if he chooses, compelling the others still to come up to that increase, or to abandon their share in the pool.

All "going in," or "raising" of the pool, as well as all betting afterward, must be in regular order, going round by the left; no one going in, making good, increasing the ante, or betting, except in turn.

When all are in equally who intend to play, each player in turn will have the privilege of drawing; that is, of throwing away any number of his five cards and drawing as many others, to try thus to better his hand. The cards thus thrown up must be placed face downward on the table, and, for convenience, in front of or near the next dealer.

The dealer, passing around to the left, will ask each player in turn how many cards he will have, and deal him the number asked for from the top of the pack, without their being seen. The dealer, if he has gone in to play for the pool, will in like manner help himself last.

The players must throw away their discarded cards before taking up or looking at those they draw.

In the game every player is for himself and against all others, and to that end will not let any of his cards be seen, nor betray the value of his hand by drawing or playing out of his turn, or by change of countenance or any other sign. It is a great object to mystify your adversaries up to the "call," when hands have to be shown. To this end it is permitted to chaff or talk nonsense, with a view of misleading your adversaries as to the value of your hand; but this must be without unreasonably delaying the game.

When the drawing is all complete, the betting goes around in order, like the drawing to the left. The ante-man is the first to bet, unless he

has declined to play; and in that case the first to bet is the player nearest the dealer, on his left. But the player entitled to bet first may withhold his bet until the others have bet round to him, which is called "holding the age"; and this, being an advantage, should, as a general rule, be practiced.

Each better in turn must put into the pool a sum equal at least to the first bet made; but each may in turn increase the bet, or raise it, as it comes to him: in which case the bets, proceeding around in order, must be made by each player in his turn equal to the highest amount put in by any one; or else, failing to do that, the party who fails must go out of the play, forfeiting his interest in the pool.

When a player puts in only as much as has been put in by each player who has preceded him, that is called "seeing" the bet.

When a player puts in that much, and raises it, that is called seeing the bet and "going better."

When the bet goes around to the last better or player who remains in, if he does not wish to see and go better, he simply sees and "calls"; and then all players must show their hands, and the highest hand wins the pool.

When any one declines to see the bet, or the increase of bet which has been made, he "lays down" his hand,—that is, throws it up with the cards face downward on the table. If all the other players throw down their hands, the one who remains in to the last wins, and takes the pool without showing his hand.

To "bluff" is to take the risk of betting high enough on a poor hand, or a worthless one, to make all the other players lay down their hands without seeing or calling you.

When a hand is complete, so that the holder of it can play without drawing to better it, that is called a "pat" hand. A bold player will sometimes decline to draw any cards, and pretend to have a pat hand, and play it as such, when he has none.

A skilful player will watch and observe what each player draws, the expression of the face, the circumstances and manner of betting, and judge, or try to judge, of the value of each hand opposed to him accordingly.

No one is bound to answer the question, how many cards he drew, except the dealer; and the dealer is not bound to tell after the betting has begun.

OF DRAWING.—If the player determines to draw to a pair, he draws three cards. If he draws to two pairs, he draws one card.

If he holds three to begin with, he draws two cards, in order to have

the best chance of making a full, inasmuch as, in playing, pairs are apt to run together. But to deceive his adversaries, and make them think he has nothing better than two pairs, a sharp player will often draw but one card to his threes.

It is advisable, sometimes, to keep an ace, or other high card, as an "outsider," with a small pair, and draw two cards,—thus taking the chances of matching the high card, and so getting a good two pairs, or something better possibly, while at the same time others may be deceived into believing that the player is drawing to threes.

When drawing to cards of the same suit to try to make a flush, or to cards of successive denominations to try to make a sequence, as many more cards are to be taken as will be needed to fill out the flush or the sequence. But it is seldom advisable to venture in to draw for either a flush or a sequence when more than one card is required to complete the hand.

When a player holds fours in his original hand, it is as good as it can be; and yet it is best to throw away the outside card, and draw one, because others may then think he is only drawing to two pairs, or for a flush or a sequence, and will not suspect the great value of the hand.

When one is in (as he ought seldom to be) without even so much as a pair, his choice must be either to discard four cards, or three cards, and draw to the highest or two highest in the hand; or throw away the whole hand, and draw five; or look content and serious, stand pat, and bet high.

The player determining to try this last alternative on a worthless hand had generally better begin by raising when he goes in, or else nobody will be likely to believe in his pretended strong hand.

RELATIVE VALUE OF HANDS IN THEIR ORDER, BEGINNING WITH THE BEST.

1. A sequence flush; which is a sequence of five cards, and all of the same suit.
2. Fours; which is four of the five cards of the same denomination.
3. A full; which is a hand consisting of three cards of the same denomination, and two of likewise equal denomination.
4. A flush; which is all five cards of the same suit.
5. A sequence;* which is all five cards not of the same suit, but all in

* Many experts rate threes in relative value above a sequence; but the better opinion is, that a sequence should rank first, as being in itself one of the com-

sequence. [In computing the value of a sequence, an ace counts either as the highest or lowest card; that is, below a deuce, or above a king.]

6. Threes; which is three cards of the same denomination, but the other two of different denominations from each other.

7. Two pairs.

8. One pair.

9. When a hand has neither of the above, the count is by the cards of highest value or denomination.

When parties opposed each hold a pair, the highest pair wins; and the same when each party holds threes or fours.

When each party holds two pairs, the highest pair of the two determines the relative value of the hands.

When each party holds a sequence, the hand commencing with the highest card in sequence wins: so also when two or more parties hold flushes against each other.

That full counts highest of which the three cards of the same denomination are highest. The two cards of the same denomination help only to constitute the full, but do not add to the value of the hand.

When hands are equal so far that each party holds a pair, or two pairs of exactly the same value, then the next highest card or cards in each hand must be compared with the next highest card or cards in the other hand to determine which wins.

In case of the highest hands (which very seldom occurs) being exactly equal, the pool is divided.

The main elements of success in the game are: (1) *good luck;* (2) *good cards;* (3) *plenty of cheek;* and (4) *good temper.*

LAWS OF POKER.

[*Though the Schenck rules are good, they require amplification, and to meet a new generation of players the following laws, which are the latest, are presented.*]

DEALING.

1. One card is thrown face up to each player. The lowest card deals. The Ace is the lowest. The King is the highest.

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plete hands. (There is no longer any difference of opinion or play. Everywhere the straight is better than threes. We may remark that the title of the game "Draw Poker" is to-day rarely in use. Either a game of Draw, or Poker alone are the terms employed.—EDITOR.)

2. Cards are shuffled in sight. Every player has a right to shuffle. The dealer shuffles last.

3. The player to the right of the dealer cuts.

4. One card at a time is given to each player, beginning at the left.

5. The deal goes to the left.

6. A pack with a faced card, when dealt, requires a new deal by the same dealer. Cards are re-shuffled and cut as before.

7. When a card is faced in dealing, this turning of the card being due to the dealer, or any other player, whether by accident or not, the player must receive the card.

8. If two cards are exposed in the same way, as described in Rule 7, there must be a new deal.

9. If the dealer gives a player six cards or four cards, or more or less than five, a new deal is in order. It is a misdeal. If all the players receive four or six cards each, it is a misdeal.

10. No play can be made without the exact number of cards, which is five.

DISCARDING.

11. After the first five cards are dealt, players who remain in may discard up to five cards, and ask for as many new cards as they require. The discard begins at the Age—the player at the left of the dealer. Every player must discard in his regular turn. The exact number of cards asked for is given. Once cards are thrown away, they cannot be handled until the next deal.

12. Players cannot ask others what is the discard as to numbers, either before or after the draw. (Formerly the rule read that before the draw the question could be asked, but not after it.) The dealer must announce his own discard.

13. When more cards are offered by the dealer than are asked for by the discard, the player, on announcing that too many or not enough cards are dealt him, can decline taking them, and the dealer may correct the error. If, however, the player accepts the cards from the dealer, and looks at them, whether they be more or less than the regular number he should have, which is five, the player is ruled out of the game.

14. If, in asking for cards in the draw, one card is turned or shown, the latest-accepted rule is that this card cannot be taken. The dealer takes the exposed card, puts it at the bottom of the pack, proceeds to give the cards in order to the next players, and when through, then gives a card to the player whose card has been turned. If more than one card be turned in the draw, the rule is the same. (This rule, though often disputed, should be accepted.)

THE ANTE.

15. The player after the dealer must ante first, before the deal. He puts up any number of chips, not exceeding half the limit. To come in he has to double the ante, as the other players have to. The ante can never be more, when first put up, than half the limit.

16. When the cards are dealt, players who come in must double the ante.

17. The Age comes in last, and makes his ante good or not, at his option.

RAISES.

18. After the Age any player, in his turn, may raise. Any number of raises in turn are in order.

19. After the draw, any player who is in, commencing with the one to the left of the Age, can raise.

20. The eldest hand, the Age, comes in last. If the Age declines making his blind good, notwithstanding this, the first player after him must bet first. *The Age never passes.*

21. If a bet be raised by a player who is in his regular turn, the next player must see the bet or retire.

SHOWING HANDS.

22. A show of hands, putting them on the table, face up, is a rule never to be departed from when the call is made.

CALLING.

23. When a player bets more than any one else, within the limit, and no one calls or sees him, he wins.

ONCE OUT.

24. Once out of a game, a player can never enter again. (*No foul hand can win under any circumstances.*)

THE BLIND AND STRADDLE.

25. The Age alone can make the blind. The next to the Age can straddle. But the third player after the Age cannot begin the straddle. The third player can straddle the straddler, always within the limit.

26. The straddle cannot make the straddle and raise at the same time. (There is no rule less observed than the one *that the Age never passes.* This Rule, No. 20, should be faithfully observed.)

RULES FOR THE JACK-POT.

27. Each player puts up as many chips as the one having the age.

28. The opening hand must have a pair of Jacks or better.

29. If no player can come in, another chip is added by each player, and a second round begins.

30. After the opener, to the left of him all the players can come in providing they see the amount he bets.

31. The opening bet must be put up before the draw.

32. The opener makes the first bet.

33. The last person to bet is the player, who is to the right of the opener.

34. All raises, as in Poker, are in regular order.

35. For an error in opening a Jack-pot, the person having made the mistake retires from the game. The penalty for the mistake is for him to put up a Jack-pot equal in chips to the one he has entered into in error.

36. In the case of an error of this kind, any other player, to the left of the putative opener, having a pair of Jacks or better can open.

37. If the error is found out after the cards have been drawn, and no hand has a pair of openers, that round of Jack-pots is null and void.

38. A Jack-pot cannot be opened by a player drawing for a straight or a flush. Any other player but the opener can draw for what he pleases. (See the explanations for this apparently arbitrary rule.)

(The laws governing the playing of the Jack-pot require remodelling. This peculiar phase of Poker is not old enough to have crystallized into its concrete form. As it is universally played, stringent rules should be adopted for it. Such rules as are presented are in accordance with those employed in New York City. The right to play the Jack-pot at all is disputed by many players. The argument against it is that it is a diabolical invention of Kitty. It is true that the more frequent are Jack-pots, the larger the earnings of the Kitty.)

All the rules of Poker are made to prevent fraud. Every rule should be strictly adhered to.

VALUE OF THE HANDS AT POKER.

Singly each card possesses its ordinary value, as in Whist.

No Pairs.—The lowest hand is one in which, in the five cards, there are no pairs, nor are the cards of the same suit, nor is there a sequence. Its value would depend on its highest card. Thus, one hand may contain a Two of spades, a Four of hearts, an Eight of diamonds, a Jack

of clubs, and an Ace of diamonds. This hand would be better than one which held only a King of diamonds as its highest card. It is not uncommon, even when betting is made on a false straight, that when one adversary calls the other no pair can be shown. Then the highest card wins. (See further on in regard to straights and flushes.)

ONE PAIR.—The values of the cards being the same as in Whist, a pair of Threes, as the Three of diamonds and Three of spades, is better than the Deuce of diamonds or a Deuce of spades, as a pair of Aces are better than a pair of Kings or a pair of Queens better than a pair of Jacks. If each player, when two are engaged, has pairs which are alike, as, say, each one has a pair of Queens, the next highest card wins. Say the two players had each Queens. In one hand is a King, in the other a Jack. The hand with the Queens and King would win. Occasionally this parity of hands may require the second or even the third card after the pair to decide on the value of the hand. One of the rarest things is to see the same cards held exactly by two hands. This may occur, but never when threes, fulls, or fours are held. (Threes and fulls will be explained later.)

TWO PAIRS.—Two pairs beat a single pair. Of the two pairs the higher wins when pitted against any other two pairs. A pair of Aces and a pair of Deuces are better than a pair of Kings and a pair of Queens. A pair of Sixes and Threes are better than a pair of Fives and Fours. If the two pairs are alike, then the single card left decides the value of the hand.

THREES OR TRIPLETS.—By Threes or Triplets is meant that the player holds three cards of the same value, as three Aces, or three Tens, or three Deuces. The three highest win. There can be no similarity of hands in Threes.

THE STRAIGHT.—The straight, sometimes called a sequence, means that five cards are held, which ascend in exact values. Thus, 1, 2, 3, 4, 5, or 6, 7, 8, 9, 10, are numerical sequences. The Straight has no reference to color. A straight may be composed of the Five of hearts, Six of diamonds, Seven of clubs, Eight of spades, and Nine of hearts. The Ace, King, Queen, Jack, Ten, irrespective of suits, is a straight. The Ace, however, in a straight may change in value, for it may be taken as the beginning of the straight; thus, an Ace, a Deuce, Three, Four, and Five is a straight, but it is the lowest one; it would be beaten by a Two, Three, Four, Five, and Six. As in all valuations, the best or highest straight or sequence wins. A straight beginning with a Nine and ending with a King is not as good as one commencing with a Ten and ending with an Ace. Two hands may hold straights of the same value; and

when this happens the pool is divided between the two players holding the straights.

FLUSH.—When five cards of the same suit are held, this is a flush. Any five spades, or five clubs, diamonds or hearts, is a flush. The hand holding the highest card in the flush wins. A Two, Three, Four, Five, headed by an Ace of the same suit, is better than an Eight, Ten, Jack, Queen, and King of the same suit. In the flush two hands may be made of exactly the same value; in this case the pool is divided.

THE FULL.—By the full, is understood a hand which contains not only Threes, but a Pair. Thus, a full hand may be composed of three Threes and two Deuces, or three Aces and two Kings. Just like in two pairs, the higher Threes decide in the value of the hand. Three Fours and two Twos are better than three Threes and two Aces. Two similar hands in a full do not exist.

FOURS.—This is a rare hand to hold, and means that in the five cards, four cards are of the same value. Thus four Deuces is a Four, as are four Aces. The highest Fours win. There can be no similar hands in fours.

THE STRAIGHT FLUSH.—This is the most unusual of all hands to hold, and is the highest in value. By a straight Flush is meant that the five cards are not alone of the same suit, but have a regular numerical progression. It is not only a straight, but also a flush. Thus, a Two, Three, Four, Five, Six of spades is a straight flush, as is a Ten, Jack, Queen, King, and Ace of clubs or any other suit. Many games of Poker may be played, and a straight flush never seen. Two straight flushes of the same value may be made at the same time. It is within the possibility of cards, but players have rarely, if ever, seen this double event.

RECAPITULATION.

The values of the cards at Poker are in the following order:

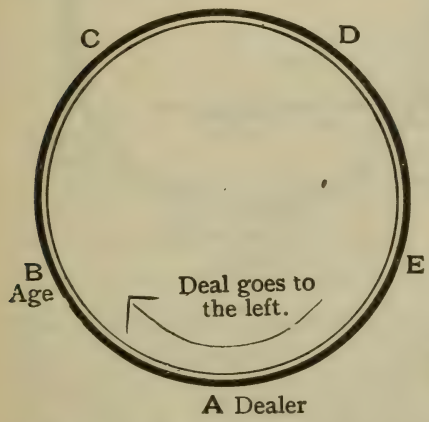
1. No Pairs. (Highest Card wins.)
2. One Pair.
3. Two Pairs.
4. Threes or Triplets.
5. The Straight or Sequence.
6. The Flush.
7. The Full.
8. Fours.
9. The Straight Flush.

HOW THE GAME IS PLAYED.—Poker is played with a full pack of 52 cards.

The number of players should be limited to six. Five is the best number, but seven can play; but when seven play, as each player receives five cards, thirty-five cards have been dealt, and this only leaves seventeen cards. As every player has five cards dealt to him and has a right to draw five cards, there are not sufficient cards for this; and when seven play, recourse must be had to the discard. *Now, as every rule in Poker is devised as a protection against fraud, seven players should not be permitted.*

For the deal, as in Whist, one card is thrown to each person, face up, and the lowest deals. There is some slight advantage in dealing. The cards are shuffled, and cut by the person to the left of the dealer. The dealer gives in rotation one card singly to each player, dealing the cards to the left. The deal goes to the left. Each player receives five cards.

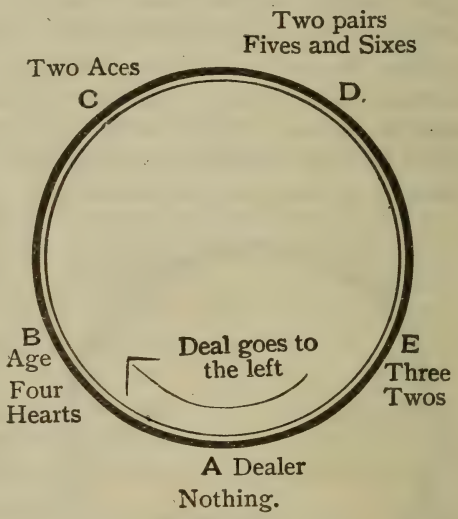
Before the deal commences, the player to the left of the dealer puts his stake on the table. This player to the left is called the Age, and the stake he puts up is called the ante. It is an invitation, as it were, to the others to make their bets. This player who has the Age, has certain advantages or disadvantages, which will be afterward explained. As the deal always goes to the left, the deal passing after every round of the game—the position of the Age is always changing in regular order.



The circle represents the table, and A, B, C, D, E, the players. When A deals, B is the Age, and must ante. As the deal goes to the left, after every round, B would be the next dealer and C the Age. When E is dealer, A is the Age.

Before the dealer gives any cards, or the game is commenced, a limit is agreed upon. The necessity of a limit must be at once insisted upon, because no game of Poker is possible without it. It acts as a curb, and prevents losses. To play without a limit would be the same as to wager $1,000 in a game of whist or euchre. It may be then supposed that the players A, B, C, D, and E, have agreed that ten cents be the limit. When A deals, B may put on the table one chip, the chip representing one cent, and he does this before receiving any cards. He may put up two, three, four, or five chips, but when he reaches five chips he is at the

limit of the game, because should he or any of the other players come in, he or they would have to double the ante, which if he put up five would be ten, and ten is the limit of the game. If he put up one he would have to double it if he came in. No bet then can be made of any kind, higher than ten chips, if ten be the limit. But the ten chips or ten cents can be accepted as the wager, and ten chips more bet, and this ten repeated over and over again, but eleven chips cannot be bet. The limit is ten. The person who is the Age has the advantage of playing or betting last. If he has good cards he may be willing to come in. He has one chip on the table, which he will lose if any one else comes in, and he is unwilling to put up another chip. If he has a bad hand he abandons his one chip. This is to his disadvantage. The advantage of the position is that if he has a good hand, being the last player, he can augment the stake. An augmentation of the stake by the Age will be afterward explained.



It is C who makes the first wager, or C may have nothing. Then D may come in, or E, or the dealer A. It is never obligatory to play in Poker; you may make a wager or not as you please, with the exception of the Age, who must risk a chip.

With the diagram and the players an imaginary game can now be carried on.

A deals, B puts up one chip for an ante, the limit of betting is ten, and the cards are dealt five to each person. The cards are looked at. C is the first to bet. Say he has a pair of Aces in his hand; D two pairs, a pair of Fives and a pair of Sixes; E has three Twos; A, the dealer, no pairs at all, a valueless hand; and B, who comes in last, four hearts. C, D, E have all of them cards of some value; B has, so far, cards which are worthless, but, if he could get another heart, he would have an excellent hand, and make a flush. C, D, E come in, as does B. They each have put up two chips, and B, who was the Age, makes his stake good by putting up another chip. A, the dealer, who holds nothing, does not enter at all. Now, the cards are drawn, just as in écarté. The players ask for cards, and can take up to five cards—that is, as

many cards as they want. B, who is after the dealer, is helped first. He asks for one card. He has four hearts, and wants to get another heart. C, who has two Aces, asks for three cards. He may make two pairs, taking in another pair, or he might draw another Ace, which would make him three Aces, or he might draw three cards all of the same value, a triplet, making him a full, or he might take in two more Aces, making him have four of a kind. D, who has two pairs, Fives and Sixes, might also, by taking one card, get another Five or Six, and so have a full. E, who has three Twos, might draw two cards, helping, just like C, to make four or a full. A, who dealt, has nothing, and does not ask for new cards, for, once having passed, he is out of the game for the round.

B, who was the Age, has four hearts. It might be that he held the Two, Three, Four, and Five of hearts. Should he draw the Six of hearts, he would have a straight flush, which would be almost invincible. If his hand consisted of the Ace, King, Queen, Jack, and he were to draw the Ten, there would be no possibility of his losing. If he drew any heart, he would make a simple flush, which is a strong hand. The cards are then dealt, the dealer giving to each one exactly the number of cards he asks for.

B, one card, drawn to a flush.
C, three cards, drawn to a pair.
D, one card, drawn to two pairs.
E, two cards, drawn to threes.

The discarded cards are thrown toward the dealer before the new cards are given. Now, the question arises: Whose hand has been improved? Nobody can tell. C's two Aces is a fair hand; but of all of them before the draw, E's was the best hand, he had three Deuces. The player may gain some information as to the character of the hands from the number of cards drawn. If a player had drawn five new cards, or four new cards, the certainty would be that he held in neither case a pair, but was trusting to luck to draw something. E has taken two cards. That looks as if he had threes. D and B have both taken one card. Either of them may hold threes. This might not be likely or they would have shown perhaps by an early bet, that they held good hands. But nothing absolutely certain can be gleaned from the draw, for B, who has nothing, may be drawing for a card to make a straight, or a flush, or he may have two pairs.

Let the giving of the new cards in this case, B, C, D, and E, have their hands precisely in the same condition as before the draw. C has his pair of Aces; D his two pairs; E his three Twos; B has drawn a

spade, and his hand is good for nothing—just as it was when he came in. Now the betting commences. C wagers one chip; D "sees it," or puts up one chip; he has two pairs; E, who has three Twos, wagers the one chip of C and D, and "raises" them ten chips. B is frightened. It is his turn next, and he goes out, relinquishing his two chips. If C, with one pair of Aces, is a conservative player, has gone out, D, who has only two small pairs, will give up also. Then all the players, having declined to "see" or bet E's ten chips, E will take the pool. There has been no bluffing. E has simply backed up his hand. Not being called, he is not forced to show his hand.

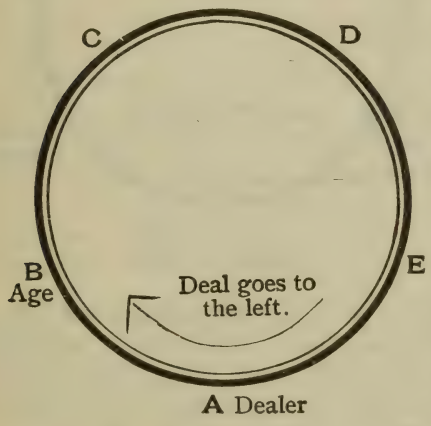
Suppose, however, in the drawing, a good or helping card had been secured by only C, who held the pair of Aces, and that he had drawn another Ace. When B passed out, C having the best Threes, would have seen E's hand, accepted the wager of ten, and raised an additional ten. D, with two pairs only, caught between the cross-fires, would have beaten a precipitate retreat. E, with three Twos, might have thought that C was bluffing. Prudence would dictate his not betting any more. He would have only seen C, and the hands being exposed, C's three Aces would have won the twenty-one chips E had bet. Having been called by E, both hands are shown.

Taking the same condition of hands, B with a flush to draw, C with two Aces, D with two pairs, and E with three Twos, we will suppose that there has been this time no improvement in the hands. The betting is the same as before. C bets one chip, D sees it, and E goes Ten better. B has not improved his hand at all. He thinks that E also actually has three Twos and is bluffing. He sees E's Ten, and bets Ten better. C and D are frightened out as before. E is not quite certain. B may have made a straight or a full. His Threes are the smallest in the pack. E may have been in bad luck. He hesitates. B looks very determined. E gives up, will not see the additional Ten, and then B wins, or takes the pool and the wagers. He does not show his hand. He has not been called. This is a legitimate bluff. B being the age, has had some little advantage of the position.

Taking again the same players with the same cards: suppose the hands had been improved by the drawing. That C had drawn two more Aces, that D had drawn another Six, that E had added two Kings to his Threes, and that B had made that *rara avis*, a straight flush. Then the Ten, as a limit, would be repeated by each player any number of times. C with the four Aces knows that in all the multitudinous changes of cards, there can be but one chance against him—the straight flush. To his misfortune when the hands are called, he finds this straight flush. If D and E

are intelligent players, after they have made several bets which their adversaries have capped with other bets, they would have gone out, satisfied that they held losing hands. No combination of cards is impossible in Poker. Two hands, each holding Fours, have been often seen struggling for the victory, and Fours have more than once succumbed to a straight flush.

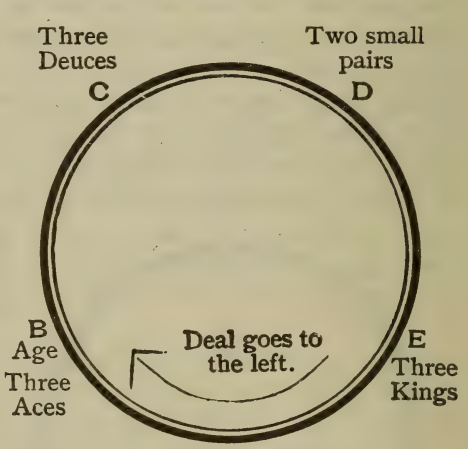
THE ELDER HAND.—The condition of the elder hand or Age must now be considered in regard to such advantage as it may possess, and raising in general be explained. Before any new cards are taken, raising is legitimate. Referring to the diagram of the table and players, B being the Age, and the last one to come in, C, D, E, and A have seen the wager of two chips, or ten chips; when it is B's turn to come in he can say: "I make my ante good; or my blind good, and I raise it ten." This is the bet before any cards have been dealt. If then (as in the after case, when cards have been drawn, as previously explained), C, D, or E and A *do not* see B's bet, though they have put up their two chips each, B wins. If any of the players, however, see this extra wager of ten, made before new cards are given, they are all said "to stay in." Then the new cards are given to them as before, and the status of the game remains the same.



B being the Age, the others coming in with inferior hands, say—B has the best cards, a flush. As he is the last to come in, when it is his turn, he makes his ante good and raises it ten before cards are drawn. All the other players are frightened and go out. They will not see the wager; B takes the two chips, or the ten chips each of the others have put up at the beginning. He need not show his hand, because no one had seen his bet. Suppose, however, all had gone out but D, who held two pairs, or one pair; D draws one card and makes a full, or three cards and makes a full, he would accept any of B's bets, and the wagers would be exactly as in the former cases cited. But if he supposed B, the Age, had nothing at all, and raised ten at the start, before any cards were taken, he might not draw any cards at all, or only one card. Other players, who came in with one pair, or two small pairs, might not see his next bet, that is, if he carried out his purpose of betting the limit. They would believe that he really held a strong hand.

This is one of the advantages of the position, and is called holding the Age. Raising can be made, however, by any of the players. Say B, the Age, has put up his ante, one chip. C comes in, sees the chip; putting up his two, and raising it two. This would be bad play, because C would intimidate only the Age, B, and drive him out. There are three more players to come after him. It would be bad policy then for C to raise. He would, if a good player, wait. If any one raised after him, before cards were taken, he would see this raise, and possibly raise it again. Taking again the explanation with the diagram, the following case is presented:

C comes in. It is not his place to raise, nor is it D's, but E, with three Kings, raises the ante ten. A, who has a chance to make a flush, comes in, as do B and C. D may or may not come in. Say D goes out. B, C, and A have met E's raise. Cards are drawn with no improvement. C bets first, say one chip. D is out. E, who has originally raised the blind, bets ten more. A, whose hand has not improved, passes out. B, who has three Aces, sees the new bet of ten, and bets ten more. C is intimidated. E believes he has the best hand, and may make another bet. Say he sees B, and on showing cards he loses. Innumerable combinations might be presented: as of D holding three Kings, and E three Aces. C coming in with the ante, and D seeing the raise of ten, before cards have been drawn, and raising it ten more.



A flush to draw.

Two hands may each hold flushes, and standing "pat," that is having good cards (a perfect hand, before a card is drawn), and raising each other in the first stage of the game. In Poker, position has much to do with the game, and the Age has only this advantage of position, for the chances of his having a good hand, so as not to lose the one chip he has been forced to put up, are small. He wagers his chip without having seen his cards, while the others know what they have before they come in.

It is in "raising," entirely apart from such cheating as may arise from "forcing a card," that fraud in Poker is possible, and a fraud exceed-

ingly difficult to detect. A player may be "forced out" or "raised out" by a combination of two players who have previously agreed to such a rascally performance. Taking the diagram with the same players, C and E, or any two players, may have agreed to combine and raise out other players. This conspiracy, as has been stated, is exceedingly difficult to detect. Players have not the right to even say to one another in private, "When I raise you, you may be sure I have a hand." It gives to each of them an undue advantage. It is a secret arrangement, and, being such, is nothing else than a fraud.

OF DRAWING.—If the player determines to draw to a pair, he draws three cards. If he draws to two pairs, he draws one card.

If he holds three to begin with, he draws two cards, in order to have the best chance of making a full, inasmuch, as in playing, pairs are apt to run together. But to deceive his adversaries, and make them think he has nothing better than two pairs, a sharp player will draw but one card to his threes.

It is advisable sometimes to keep an Ace or other high card as an "outsider" with a small pair, and draw two cards—thus taking the chances of matching the high card, and so getting two good pairs, or possibly something better—while at the same time others may be deceived into believing that the player is drawing to Threes.

When drawing to cards of the same suit, to try to make a flush, or to cards of successive denominations to try to make a sequence, only one card is to be taken. This will be needed to fill out the flush or the sequence. But it is seldom advisable to venture a draw for either a flush or sequence when more than one card is required to complete the hand.

When a player holds Fours in his original hand, this is as good as it can be; and yet it is best to throw away the outside card and draw one, because others may then think he is only drawing to two pairs, or for a flush or sequence, and will not suspect the value of the hand.

When one is in (though he ought seldom to be) without even as much as a pair, his choice must be either to discard four cards, or three cards, and draw to the highest or two highest in the hand, or throw away the whole hand and draw five, or look content and serious, stand pat, and bet high.

The player determining to try this last alternative on a worthless hand, had generally better begin by raising when he goes in, or else nobody will be likely to believe in his pretended strong hand.

PROBABILITIES.

The probabilities of receiving a specified Poker hand in the deal are as follows:

Straight Flush	1 in	65,000 deals.
Fours	1 "	4,164 "
Full	1 "	693 "
Flush	1 "	507 "
Straight (Sequence)	1 "	254 "
Threes	1 "	45 "
Two Pairs	1 "	20 "
One Pair	1 "	$1\frac{3}{10}$ "
	Or, 10 in	13 "

The draw, of course, modifies these proportions, and gives the player increased chances. But it would require too much space to give the chances in these cases.

TECHNICAL TERMS KNOWN IN POKER.

THE AGE.—Designation of the player whose place is after the dealer. The Age never passes.

THE ANTE.—The bet made by the Age, and applicable to any of the stakes put up in the game, at the entrance of the players.

BLAZE.—A hand which holds all the picture cards, an Ace being considered as a court card. It beats two pairs. The Blaze is rarely played, and should be ruled out.

BLIND.—This is the stake put up by the Age. He doubles it, if he wishes to play. Not wanting to play, he abandons it. All the players Ante.

CALL.—This term means that one player sees the bet of another, and will not advance the bet. Then the cards are shown. But it is only the last better, or the one nearest to the player to the right of the person who has raised, who can call, and so calling, no one else betting higher, this closes the game.

CHIPS.—Counters.

TO CHIP IN.—To put counters on the table. Equivalent to entering into the game.

DISCARD.—To throw out cards from the hand first dealt.

DRAW.—To take new cards.

ELDEST HAND.—The player to the left of the dealer.

FILLING.—To improve the hand by means of the cards drawn.

FREEZE-OUT.—Five players, each take the same number of cards, and play until one of them has won all the chips or counters. Those who lose are "frozen out."

GOING BETTER.—When a player raises or bets an amount higher than the player to the right of him, he "raises."

GOING IN.—The elder hand makes his "blind good." That is, he accepts the wagers of the rest, and adding more chips, makes his blind good. Any one entering the game "goes in."

GOING OUT.—The reverse of the above.

LIMIT.—Before a game is commenced it is agreed that so many chips shall be the limit. Above this no bet can be made; but the amount of the limit in the betting may be made over and over again. No game ever should be played without a limit.

MAKING GOOD.—Putting up the number of chips any one else has bet.

ORIGINAL HAND.—The first five cards dealt before the draw.

PAT HAND.—Is a hand as it is first dealt, by supposition only a perfect hand; as a straight, a flush, or a full. A pat hand may have nothing in it. "I play pat," means that a player does not want any cards in the draw.

PASS.—When a player does not come in at all, or gives up his hand after a raise, this is a pass.

THE POT.—All the chips on the table.

TO SEE.—Is equivalent to calling a bet.

TO STRADDLE.—To double the ante.

There are innumerable cant terms peculiar to localities. To keep two small cards and an ace, is called holding up "a kicker." This draw is made by the player, hopeful of getting two pairs, with the additional ace or king. The term two pairs, "Queens Up," means that the Queens are the higher cards of the two pairs. "Tens Up," would mean that the Tens were the higher cards. A full, "Kings Up"; a flush, "Ace Up"; can be at once understood. When a big bet is made which drives out the other players, they are sometimes said to be "blown out."

THE JACK-POT.

The Jack-pot may be an innovation, and contrary to the traditions of the game, but it is universally accepted to-day. It differs from everything else in the game, because it arbitrarily forces every player to ante. In all other phases of Poker it is only the Age who antes. In the prehistoric period of Poker the way of playing when every one passed out, was for the Age to withdraw his ante. When he dealt, in his turn, the next Age

put up the ante. It was not unusual for several rounds to be dealt, and for everybody to pass out. This became monotonous; and then somebody invented the Jack-pot.

The way of playing the Jack-pot is as follows: When all pass out, the Age leaves up his ante, and all the other players put up their antes or chips in equal amounts to the Age's ante. The cards are dealt for the next round by the next player. It differs again from the ordinary game, inasmuch as there is no elder hand, no one holding the Age.

To open the Jack-pot, some one must have at the least a pair of Jacks. He can open it then with Jacks or better. But if no one has a pair of Jacks, or better, each player again contributes a chip, and a new deal is in order. A half dozen rounds may be dealt, and the Jack-pot not opened. There is nothing obligatory about entering. A player may hold a pair of Jacks and not open. Supposing a player has a pair of Jacks or better, he opens the Jack-pot, that is, he wagers so many chips. The rest see it, or not, as they please. If they do not see his wager, he takes the pot. The opener makes, however, the first bet, and the betting proceeds to his left as in the ordinary game.

Sometimes, by prior arrangement, an ascending scale is determined on for opening the Jack-pot, beginning with Jacks. At the first round, say it is not opened, no one having Jacks or better. Then for the second round, Queens or better are required. For the third, Kings or better, and for the fourth, Aces or better. Sometimes, when the round of Aces is reached, the opening continues at Aces. Occasionally, the opening changes in the descending scale, after Aces are reached, going down to Kings, then to Queens, and to Jacks again. But this ascending or descending scale is not often played, because it leads to frequent mistakes. The best way is to make Jacks the openers, and to keep the opening at Jacks. Of course anything better than Jacks, as a pair of Queens, Kings, or Aces, and all the other combinations, open the Jack-pot. The opener of the Jack-pot must show his hand at the end of the round.

There is one case of opening the Jack-pot which leads to many disputes. The rule being that Jacks will open the pot, how shall this be construed when a player has a pair of Jacks, his hand being made up, say, of the Jack of diamonds, the Jack of hearts, and three other hearts? He has a perfect right to open. He has in his Jacks the key to the situation. But has he the privilege of throwing away a Jack, say his Jack of diamonds, and then draw, hoping to make a heart flush? Now, it may happen that A opens, and has the two Jacks, with the combination of cards just presented, B and C come in, and D raises. A may want to take the risk of throwing away his Jack of diamonds, so as to

draw the flush. Sometimes it has been decided that the player may draw for the flush, on condition that he puts the card he discards face down before him, so that he may show after the round that he had a pair of Jacks, because there is a penalty, to be explained afterward, for a mistake made in opening the Jack-pot. It has been declared, that this drawing to a flush cannot be made. In some clubs an arrangement has been made, that the person drawing for the flush should announce the same, exhibiting the discarded picture card. But this is all against the opener of the Jack-pot, as it exposes his hand. The best authorities on this subject have decided that the player opening the Jack-pot must show cards which contained the positive evidence that he held a hand of a fixed value. It may be improved by the draw, as a pair made, two pairs, or threes, or fulls, but if he is the opener he cannot draw to a straight or a flush. Aside from an exact construction of the rule, as Jack-pots are the most important of all the phases of the game, the amount of chips on the table being the largest, when it is played, to put a card on the table is to favor fraud. The editor, notwithstanding many differences of ideas advanced in regard to this point, is most decidedly of the opinion that this rule should be enforced. Of course this has nothing to do with the rest of the players who come in. They may draw as they please, and come in with anything they like.

When a Jack-pot is opened through a mistake of the player, he has to pay for his error, and this penalty should be insisted upon. This penalty varies according to agreement. Sometimes the person making the blunder is mulcted to three times the amount in the pot. This we think to be too severe. The fact of making the mistake, though the error is discovered before the cards are drawn, makes no difference. The party making the blunder is ruled out. Suppose that A has made this mistake, is not aware of it at once, and B, C, D, and E enter. A declares his mistake, and is ruled out. Then the round may begin over again; but if any other of the players have a pair of opening cards, they open the pot. The status of the other players is not changed by A's mistake. Even if A does not find out his error, and has drawn cards, and the others have done the same, and then A makes known his error, the rule holds good. If the others have not had openers, even if one player with a pair of deuces had drawn two other deuces, it makes no matter. It is for this reason that the hand of the person opening the Jack-pot should always be closely scrutinized. He must expose it after the round, whether he has lost or won.

The temptation to open a Jack-pot by a rascally player being great, the pot always being large, the utmost vigilance should be used. Experi-

ence shows that a great many of the frauds at Poker are concentrated around Jack-pots.

THE STRADDLE.

The straddle is simply an augmentation of the original ante. A being the dealer, B the Age, and B putting up, say, one chip, it being so far two chips to come in, C may straddle, that is, he puts up two chips, and says, "I straddle." Then it takes four chips to come in. If B wants to make his blind good he puts in three more chips, as do all the other players. But if B declines to see the straddle, C takes B's chip. When the anteing takes place, or coming in prior to receiving cards in the draw, the person who has straddled is the last to ante, or make good. This gives him the opportunity of position, and he can raise. When the draw is completed, B's age is retained, just as heretofore, and he has the last betting. The advantage to the straddler is only before the draw. But the straddle must come from the player after the Age, and from no other. A dealing, B is the Age, and C can straddle—E cannot, but E can over-straddle B within the limit.

THE AGE.

Although everybody is supposed to know what the "Age" means at Poker, there is no rule more commonly blundered about. The rule must be taken in its strictest sense. In no manner whatsoever ought it to be departed from except in Jack-pot. If the Age B passes out, abandons his chip, and D comes in and all the rest, though B is out of the game, D must bet first. It may be a relic of superstition, this tenacious holding of the Age, but all conservative players insist on the maintenance of the rule. What it does, when once established, is to preclude constant mistakes and doubts as to the first bet.

The only exception is then in the Jack-pot. In the Jack-pot the Age has made a forced contribution, and his age has gone, according to the rule of Jack-pots. (See Jack-pot.)

ADVICE TO PLAYERS.

There are no rules for playing Poker so as to win. Advice may be given so as to limit losses. All absolute laws as to how you must play end in disaster. A good player varies his game. He may play a poor game for a while on purpose. To deceive is the acme of poker playing. The strong point in Poker is never to lose your temper, either with those you are playing with or, more particularly, with the cards. There is no

sympathy at Poker. Always keep cool. If you lose your head you will lose all your chips. Poker being as much a criterion of character as anything else, keep in the shade your personalities. As Mr. Cable has it, "a man who could play delightfully on a guitar, and keep a knife in the collar of his coat," would be a perfect poker player. Always believe in the equalization of chances. If your King flush is beaten twice hand running by an Ace flush to-day, to-morrow you will hold the Ace flushes and your adversaries the King flushes. If you begin to draw for flushes and straights and cannot fill them, you must continue trying to fill them, otherwise you throw away your chance of equalizing your draw. Patience is one of the strong points of Poker, just as much as cheek. He who waits longest finds his opportunity. A player who never bluffs at Poker is not in sympathy with the game. His battery is never masked. The enemy gives him a wide berth; when his guns are shotted, no foes ever approach. He fires a volley and kills a lame duck. Too much curiosity is ruinous. All the money saved at Poker comes from not seeing. To be over-timid is an equal fault. It is perfectly legitimate to tell stories at Poker. All is fair in love, war, and Poker.

To adhere to anything but the strictly truthful, brings with Poker no moral obliquity. As it is impossible for some players not to lie when they play, this want of veracity brings its own cure. It is not, however, a good rule to tell stories about your hand. You may, if you have the talent for such things, assume an innocent guise with your face alone. This is the most effective of lures. It is best never to show your hand at all, if not called, and to remain silent in regard to its merits. A solemn mystery in regard to your cards is the most effective. Though a hand which is miscalled when shown, rests solely on its face value, avoid doing this. It should, in fact, never be permitted. It induces fraud. An adversary might throw down his cards, the winning ones, when another player announced something which he did not have. As the holder of the best cards has thrown them away, they cannot be found again, and he loses, whereas he should have won. It is at the least an ungentlemanly trick. It irritates the best-tempered players. When a player leaves the room no hand should be dealt him. No two persons ever ought to have an interest in the same hand. The reasons for this are legion. The strongest is, that it prevents rascality. Then, again, when another player takes the hand of a person who is not present, and enters or makes a bet, it gives an additional strength to the hand, which is unfair. Never play Poker without a limit. It is then the most dangerous of all games.

POSITION AND PROBABILITIES.

The study of the theory of probabilities for the playing of Poker, *i. e.*, how to win at it, may be very good in its way. The examination of the chance laws is a most interesting one. For practical use they are of no value. No one save a genius, in the possession of an exceptional memory, playing like an automaton, could carry these laws into actual practice, and such a gifted individual does not usually sit at a poker table.

Everybody knows that before the draw one pair is more commonly held than two pairs; and that after the draw, to receive another pair, is more usual than to get a third card, which makes threes. The progression of difficulties is at once understood when the scale of winning combinations is examined, and for the rarity of such combinations the laws of chance may be studied.

For those interested in such mathematical problems, the laws of chance relative to Poker are presented in this volume, due to such authorities as Pole and Proctor. Mr. Cavendish has also written a learned paper on this same topic, but we do not print it, as being too abstract for common use.

There are some very simple, common-sense facts in Poker in regard to the advantages of position, which positions are, of course, always changing.

The hand after the Age, designated as C, after A the dealer, and B the Age, has the worst position. If he has anything he comes in first, and has to stand the entrance or the possible raises of all who are after him. C then is in the position of a man running the gauntlet. For position the advantage lies with the last man, who is the Age. He winds up the performance. If he happens to hold a good hand, anything above the average—as a pair of aces, or two pairs—he should raise before the draw is made. The chances are that he has the best hand, or even if he has not, that he forces out some of the others. They will not see his raise, and he carries off the pool.

If all the other players go out, the dealer with a low pair has a good chance of winning against the blind. It is the exact reverse of the position of C, who plays when he enters against four. A, the dealer, plays against only B, the blind. The chances are that the blind has nothing, and gives up.

For the first player after the Age for C, to raise is a stupidity. All he can do is then to win the Age's half ante; for if he has not a fair hand, the Age will give it up. This raise too at the beginning drives out all the others, unless they hold good hands. C must always play a waiting

game. If he has a strong hand, he sees the raises or may raise in his turn.

If C comes in it is not wise for D to raise, because E and A and B are after him. The blind, who is never given credit for holding anything, is in the best position to raise, not alone because he is the last, but for the reason that his raise is the most unexpected. It is, therefore, good tactics if he has a pair over the average to raise. But the Age still remains the most wasting as to chips of all the positions.

If a player were to retain the Age through a whole game, there are ninety-nine chances in a hundred that he would lose. A great many chips are lost by the Age by the mere fact of his doubling his ante, or making his blind good, relying on his holding one small pair, lower than the average. Taking three minutes as the average time to finish one round at Poker when five are playing, within an hour the ante man will have put up twenty chips. If he plays three hours, he has offered up sixty chips. If he has made his blind good, that would be one hundred and twenty chips. The chances would be, that as Age he held originally some fair hands. The probabilities, if given all in his favor, would be when he won with some of his hands. But calculating all to his advantage, it is quite certain that if he comes in with a small pair, he will lose in the three hours, ninety chips. To have the Age, and to bluff with a small pair, is very great, and this adds to ruin.

For the Age to raise, induces the players to believe that there is a bluff in the air, and it looks from a study of the game, as if the Age were more constantly called than any other hand.

The dangers of the Age cannot be too much expatiated upon. It is the finest and the worst position at the same time. Steady, experienced players, when more than one comes in, often make it a rule to abandon their chip if they hold a pair lower than Tens. C, if he knows what he is about, will never come in first with less than Tens: and D ought to have even better. The percentage against C's winning then is very great.

"All in the draw." When a person who holds the Age, believes in that, it is ruin. Suppose you do go in with two Nines, and draw a third, making three nines. The chances are just as good for another player to have taken in another Ten, or another Jack, Queen, King, or Ace, and then you are beaten. You started too low, and your improvement is only so much the worse for you. It requires no explanation to understand that your adversary's two pairs, made during the draw, with their Jacks up, are better than yours, with Tens up.

To straddle is a weakness. It confers no possible benefit. You assume for the moment the apparent advantages of the Age, and then when you

want this advantage the most—that is, to bet last—you have, according to the rule, to give it up. You have simply doubled the ante. This may, or may not, intimidate the rest of the players. It ought never to frighten out the Age if he has a pair. The Age, if he has a single pair, will see the straddle, with good chances of winning. The person who straddles often forgets that the active condition of the game is something entirely different from the passive one.

Entrance into the game by the last player, A the dealer, when C, D, and E are in, unless he has a good pair, is folly.

When players meet frequently, they all know that a wild player, if there is such a one among them, is certain to lose in the long run. Steady play—conservative poker is absolutely sure to worst him. He may have occasional flights of luck, and draw "a tan-yard from a shoe-string"; but that kind of thing does not last long. He may win largely once in a while, and all the rest of the time lose quite as largely.

It may be denied, but experienced players rarely enter without a pair of Jacks or better. It is even under exceptional circumstances that they draw for a straight or a flush. At the first to go in, after the blind, they let the straights and flushes severely alone. If they have the Age, they will draw on straights and flushes, and may or may not raise. If there are many players, then old players take their chance with a flush or straight to draw to.

With all these explanations for playing, founded on common-sense principles, there are numerous exceptions. These exceptions do not arise from the laws of chance, but have to do with the idiosyncrasies of the players. Most of the money lost at Poker comes from seeing. Curiosity is fatal. All the money saved arises from want of curiosity. Still, take the player who has won twice hand running, his hand having been called, if he makes a high bet a third time with a new hand, there are many chances that he is bluffing. It is not likely that he will have three times consecutively the best cards.

Whether to draw for a straight or a flush depends not only on position, but how many cards your adversaries take. If you see the blind, and have, say, four hearts, or four clubs, spades or diamonds, your four cards ending with a Queen, King, or Ace, and the other card being a Queen, King, or Ace, you have a pair. Are you to retain a pair or draw for a flush? If the majority of those before you draw one card, they may also be drawing to a flush or straight, but at the same time they may have two pairs or threes. If the majority of the adversaries draw one card, what should you do? We would not advise throwing away the Queens, but to draw three cards. If you make two pairs or three Queens, your hand

is above the average. But we would throw away a pair of tens. Having a straight to make, the same plan is recommended. If the flush is made, or the straight, of course the advantages of this hand are immense. The temptation to raise on a straight to be made or a flush to be made is very great, as it is likewise for players having the making of these two combinations to see the raises. They look, when one card is drawn, like two pairs or threes in hand. The player raising on a flush or straight in the future, is bound to bet on it, and mostly wins, providing other players have only two small pairs. It is here that the bluff must be pushed home.

How to draw on threes, whether by taking two cards or by dispensing with their presence, asking for one card is only a question of expediency. Poker, in order to be well played, must be ever changing in its methods. Deceit is the constant element. It is quite unlikely that when C is raised by D, and that C only takes two cards, that he has not a *bona fide* triplet. If you have raised on two pairs, you had better treat the matter mildly, and if he raises, go out. Even four of a kind may be disguised by the drawing of one card, or by standing pat. In fact, whether there is anything in a hand or not, can never be known until it is called; with threes, is it then better to draw two cards or one? If two cards were drawn the chances of making a four are possible; but at the same time, the value of the hand is given away to the players. The probabilities of having fours, are 4,164 to 1—of a full, 693 to 1. Many players having threes, discard, invariably, the lowest card. They believe that the higher cards have been retained by the other hands coming in. The only thing in regard to the discard of the lowest card, is that once begun, it must always be continued.

Theoretically, calculations as to what should happen with cards, do not avail against what actually does take place. Luck is a perverse jade, and refuses to be bridled. In theory, in 10,900 games of Poker, there ought to occur at least fours ten times. In an actual game, fours never came out but once, and yet at one sitting, on three occasions fours have appeared, and during the same time two straight flushes. More straights *per contra* by fifty per cent. were dealt in an actual game than should have been theoretically present. There were sixty dealt, while there should have been but forty, according to the books. Strangely enough, the threes tallied with the theory, and in two pairs and single pairs the players and the theorists were wonderfully close.

A player ought in a certain way to equalize his chances, and do the same thing over and over again. This equalization of his chances, and the advantages of it, may not be apparent during one game, but

only during a series of games. Win to-day, lose to-morrow, is the maxim. It is not the cards that change, it is human nature.

When a player takes but one card, it is a rule among conservative players to see his bet, if they have a good hand, but not to raise him. This rule is applied when only two are in. Two fulls may meet each other in this dull way. But it is foreign to the game of Poker, and belongs to the automatic way of playing.

It is impossible to estimate the value of a hand. The heaviest losses may be made on four Kings. Never think how much you may win on a good hand, but how much you can lose. There is no such thing as cowardice at Poker. A player has stood on a pat, Ace, King, flush, and, raising, seen without raising another flush which had drawn on four cards, with an Ace, King, Queen, flush, and thereby the holder of the pat hand saved innumerable chips—it having cost him no more than if he had had two pairs, Ace high. Those who pity "your poor play," are by no means willing to share your risks.

Jack-pots have very much changed the character of the game, and in one respect to its detriment. On the other hand, it has equalized Poker. It is really at best but a show of hands. A great deal depends in Jack-pot on the character of the game, whether it is a high or a low one. Among conservative players, the first player, C, will not open on Jacks; the risk is too great. If all pass to the dealer, he is safe to open on Jacks. Some players will never open themselves, or come in afterward without two good pairs, at the lowest Kings up, or threes.

The losses at Jack-pot, where the limit is reached every time, are heavier, it should be remembered, than at any other period during the game. Bluffing in the play of Jack-pot should be eschewed—nothing is more dangerous. The chances are, that starting in with good hands, the bluff will be seen. A conservative player is never tempted in a Jack-pot, with a flush or straight to be drawn to. To raise the opener of a Jack-pot requires a good hand. If the player after the opener raises, and the opener raises in his turn, do nothing more than call unless a superlative hand is there.

A trick in the Jack-pot, when all have passed up to E, and E opens, is for A, the last to come in, to raise him. All the others are weak, having passed out once, and it is likely that E will drop. But this is, like all things in Poker, uncertain.

In all these hints as to playing Poker, the supposition is, that there is a limit. In fact this treatise on Poker is written only for those who play with a limit. To play Poker without a limit is ruin. The game without a limit brings to the front all the rascals. It is a temptation to fraud.

It is rather difficult to state what shall be the limit. Penny-ante, with a limit of 20 cents, suffices for all amusement. The losses may be $5; with a $1 limit, $10; with a $2 limit, $75; with a $5 limit, $250. It is the limit which largely increases the losses. A player may lose $5 and go to bed happy. But with a loss of $250, it is pretty certain that the player does not sleep sweetly. A heavy game is destructive of Poker. No purse is big enough to stand it. In fact, harmless as is Poker when played with reason, when unreasonably indulged in it ends with desolation and dishonor.

PLAYING THE PAT HAND.

The pat hand means a hand which is played without having recourse to the draw. It may contain anything, from cards of no value up to a straight flush. There are all possibilities in a pat hand. Sometimes a player will raise on a pat hand according to position, and when called may exhibit two poor or two good pairs, or threes. He has played a mongrel pat. He had something and wanted to make his hand appear stronger than it really was. Such a hand containing two small pairs or three deuces, if started by a raise and backed up by a bluff, might make a better pair of threes, or a very low straight, take water.

Where Poker is played according to the spirit of the game, it is pretty certain that one-eighth of the pat hands are bogus; because they are made to appear more frequently than the laws of chance permit. It is a very puzzling play to face with success. A good player, however, often employs it. When in the draw the first player who comes in refuses any fresh cards, it looks as if he really had pat a ready-made hand. When several are in, and bet a single chip, showing little strength, the final raise on the pat hand, which has nothing, generally takes the pot.

When a real pat hand, which has a straight, flush, full, fours, or a straight flush comes to a player, the holding of either of them often induces an over-estimation of their values. The straight may begin with an Ace and end with a Five, then it is the lowest; or it may be a flush with only Ten high, or a full of deuces. The better it is, the more you may count on its winning; but never lose your head over a pat hand. Nothing is invincible in Poker but a straight flush, ace high.

With a *bona fide* pat in hand, having position, and raising, watch out for those drawing one card, if, after your final raise, they raise back on you. If your straight is low, or your flush is low, or your full is low, you might be then very expensively beaten.

The pat hand with nothing in it, is, among good players, a very likely bluff. If it wins it is always shown by them. Then a reputation for

bluffing is gained by the player, which is exactly what he has been trying to establish.

It is, of course, impossible with a simulated pat hand not to bet on it. The least timidity exposes it. That would be like a battery having a heavy gun letting off a squib. Occasionally a wheedling bet, however, as if the player implored the others to see him, wins the pot. The other players think it a tempting lure, and say, "No, I thank you!" and are taken in.

PUSHING YOUR LUCK.

What is called "pushing your luck" at Poker is often expatiated upon. "All in the draw" is frequently repeated. There are certain series which do appear in certain games. In Poker there is only one which you can take advantage of. The player who holds most frequently two pairs will win. It is not the single immense pots which help the pile of chips, but the bulk of the small ones. Sometimes a player for hours will never hold a single pair higher than fives. Then he must learn patience and stay out. Then may come the picture-card periods and the threes. It is then wise under certain circumstances to play them for what they are worth. But "to push your luck," as many Poker players understand it, is to come in with nothing, and trust to chance to improve. This always depletes a player.

Steadiness in play often makes up for losses. It is not a great hand that makes a player square or ahead, but often a moderate hand, so that it comes in at the right time. Threes win more than fulls. Bide your time is the best rule. Show no impatience. Remember that there is equalization of chances. When losing beware of making the straddle. To straddle is to force your luck. Be more observant than ever. Watch, when you are going "to the bad," who has won or who has lost. The winners may show greed or covetousness. Try and appreciate the differences in their methods of playing.

To cut short your losses can be done only in one way. This is a term frequently used, and its application is not well understood. It means simply this: You are willing to lose $5; lose that and not another cent. That is "cutting short your losses." "Let your profits go on," means that you can keep on as long as you are winning. There is a great deal of selfishness about Poker.

ASKING QUESTIONS AT POKER.

It sometimes happens, that from inattention during a game of Poker, a player does not know how many cards another person has taken. The player whose draw he wants to be positive about, has certainly told the

dealer in tones loud enough to be heard. Once the cards are dealt, it should have been the duty of the inquiring player to learn what was this demand. If a deaf man plays Poker, perhaps he might ask the question, but not otherwise. Even then his infirmity might find no indulgence. When the dealer takes cards, he should invariably announce how many cards he takes. This should be insisted upon. The dealer might hold a *bona fide* pat hand, and saying nothing, disguise the strength of his cards. Some players believe that they have a right to ask the dealer this question, who is bound to reply to them. But this is against the rules. If more than three are in, no one has a right to reply to the question of one of the players. When two alone are in, it is optional. The one interrogated may answer if he pleases, because he can do no one else any harm.

Disputes about this are constant, and various authorities have been presented. The latest decision is, that no questions are permissible.

The indication made by a sign, as of thumping on the table, when no cards are taken, if alone used, is out of order. A player may thump all he pleases, but must say also, "I do not want any cards." No pantomime is possible in Poker. The thump may be misinterpreted, for it is often employed, with a less degree of force, when players pass out.

TABLE STAKES.

By table stakes, or playing table stakes, a person who bets must have the money before him. It prevents any credit. You cannot owe when "table stakes" are played, nor can you be raised out for more chips or money than you have before you; as far as reducing credit to a minimum, it is useful.

In olden times, when table stakes were played, it was employed as a device to drive out another player. If he had not the chips or money, he left. He had, however, one recourse. He might declare his ability to raise the money. Then the game was closed for the time being, and the hands sealed up for twelve hours. Then if he showed up with the money the game was continued.

THE FREEZE-OUT.

The Freeze-out, is so called, because when it is played all the performers are left out in the cold, with the exception of one. It is a duel at cards. In a certain way it has its advantages, because it limits individual losses. The players each take the same number of chips, and the game closes when one player has won them all. For example, five players each take twenty chips. There are one hundred chips out. The freeze-out is ended, when one of the party has the one hundred chips. The game is carried on under all the rules of Poker, with, however, this

exception, and that is in regard to the limit, for it never should be played without the limit. Say the limit is ten, one player or more are reduced to their last five chips. The player having the bulk of chips cannot then insist on the limit, he can only bet as many chips as his adversaries have. The freeze-out is not precisely a social game, because necessarily the players drop out one by one. At the conclusion of the game it is obvious that great caution is necessary. The last chips are carefully nursed. Jack-pots are not generally played in a Freeze-out, but this is optional.

THE WIDOW, OR KITTY.

By the Widow, or as it is more commonly known as "Kitty," is meant a percentage, taken in chips at certain occasions during the game of Poker. This percentage may be put to the account of the club where the game is being played, and defrays the cost of cards, use of chips, gas, attendance, etc. The Kitty may, however, be introduced when no expenses occur. When threes or better are made on a called hand, or when Jack-pots are played, one chip is taken from the pool and put aside. These chips amount to quite a number at the end of the game. Then they may be either divided among the players or made into Jack-pots, as a consolation stake, and so wind up the game.

BUCK.

Originally the Buck was a pocket-knife passing always to the left, indicating only the deal. Perhaps from the handle of the knife being of buck-horn, the term is derived. By a process of evolution, the buck in Poker is made sometimes a representative of value, and can be put up by the Age. It may designate a certain number of chips, say, for instance, five. Then if the Age makes his blind good, he puts up five more chips. The rest of the players, when they come in, do the same thing. The person who wins it when he is the Age, puts up the buck. When the game is over, the person who has issued the buck redeems it, at the value he put on it.

In some cases the buck is used in order to induce the Jack-pot, of course by prior agreement. Whoever has the buck when he deals, puts it on the table with two or more chips, and then all contribute to making a Jack-pot. Whoever wins the Jack-pot, when it is his turn to deal, puts it up, and another Jack-pot is in order. Too many Jack-pots in a game, or forced contributions, destroy the character of Poker. They come in sufficient frequency, under ordinary circumstances.

A knife is not an obligatory buck. In the Far West, a revolver on the table sometimes serves the purpose of a buck.

POKER PRINCIPLES AND CHANCE LAWS.

By Proctor.

Let us consider briefly what are the chances for each different kind of hand at Poker.

First, the total number of ways in which a set of five cards can be formed out of a pack containing 52 cards has to be determined. This is easy enough. You multiply together 52, 51, 50, 49, and 48, and divide the product by that obtained from multiplying together 1, 2, 3, 4, and 5. You thus get 2,598,960 as the total number of Poker hands.

It is very easy to determine the number of flushes and sequences and flush sequences which are possible.

Thus, begin with the flush sequences. We can have in each suit, Ace, 2, 3, 4, 5; 2, 3, 4, 5, 6; 3, 4, 5, 6, 7; and so on up to 10, Knave, Queen, King, Ace; or in all there are ten flush sequences in each suit, forty flush sequences in all.

The number of sequences which are not flush may be thus determined. The arrangement of numbers may be any one of the ten just indicated. But taking any one of these, as 3, 4, 5, 6, 7, the three may be of any suit out of the four; so that each arrangement may be obtained in four different ways as respects the first card; so with the second, third, etc.; or in all 4 times 4 times 4 times 4 times 4, or 1,024, four of which only will be flushes. Thus there are 1,020 times 10, or 10,200 sequences which are not flush.

Now as respects flushes their number is very easily determined. The number of combinations of five cards which can be formed out of the 13 cards of a suit are given by multiplying together 13, 12, 11, 10, and 9, and dividing by the product of 1, 2, 3, 4, 5; this will be found to be 1,287. Thus there are 4 times 1,287, or 5,148 possible flushes. Of these, 5,108 are not sequence flushes.

The total number of "four" hands may be considered next. The process for finding it is very simple. There are, of course, only 13 fours, each of which can be taken with any one of the remaining 48 cards, so that there are 13 times 48, or 624 possible four hands.

For the benefit of those who like a game with seven or eight players, a deck has been devised which contains cards of the denomination 11, 12, and 13. This adds twelve cards to the deck, leaving twenty-four to draw from after the deal, which under ordinary conditions is a sufficient number to do away with the necessity of dealing the discards.

Next to determine the number of "full hands." This is not difficult, but requires a little more attention. A full hand consists of a triplet and a pair. Now manifestly there are four triplets of each kind—four sets of three Aces, four of three Kings, and so forth (for we may take each Ace from the four Aces in succession, leaving in each case a different triplet of Aces; and so with the other denominations). Thus, in all, 4 times 13, or 52 different triplets can be formed out of the pack of 52 cards. When one of these triplets has been formed there remain 49 cards, out of which the total number of sets of two which can be formed is obtained by multiplying 49 by 48 and dividing by two; whence we get 1,176 such combinations in all. But the total number of pairs which can be formed from among these 49 cards is much smaller. There are four twos, which (as cribbage teaches us) will give six pairs of twos; so there are six pairs of threes, six pairs of fours, and so on; or as there are only twelve possible kinds of pairs (after our triplet removed), there are in all 6 times 12, that is 72, possible pairs which can with the triplet form a full hand. Hence, as there are 52 possible triplets, the total number of full hands is 52 times 72, or 3,744.

The number of triplet hands which are not also fours or fulls (for every four hand contains triplets) follows at once from the above. There are 52 possible triplets, each of which can be combined with 1,176 combinations of two cards out of the remaining 49, giving in all 52 times 1,176, or 61,152 sets of five, three at least of which are alike. But there are 624 four hands, each of which is not only a triplet hand, but will manifestly make four of the triplet hands our gross reckoning includes (for from every four you can make three triplets), and there are 3,744 full hands. These (to wit, 4,496 fours, and 5,744 fulls, or 6,240 hands in all) must be removed from our count, leaving 54,912 triplet hands (proper) in all.

This last result might have been obtained another way, which (as I shall use it for counting pair hands) I may as well indicate here. Taking any triplet of the 52, there remain 49 cards, one of which is of the same denomination as the triplet. Removing this, there are left 48 cards, out of which the number of sets of two which can be formed is obtained by multiplying 48 by 47 and dividing by 2; it is therefore 1,128, and among these 72 are pairs. There remain then 1,056 sets of two, any one of which can be combined with each of 52 triplets to give a triplet hand pure and simple. Thus, in all, there are 52 times 1,056 triplet hands, or 54,912, as before.

Next for double and single pairs.

From the whole pack of 52 cards we can form 6 times 13 pairs; for 6

Aces can be formed, 6 pairs of twos, 6 pairs of threes, and so forth. Thus there are in all 78 different pairs. When we have taken out any pair, there remain 50 cards. From these we must remove the two cards of the same denomination, as either or both of these must not appear in the hand to be formed. There remain 48 cards, from which we can form 72 other pairs. Each of these can be taken with any one of the 46 remaining cards, except with those two which are of the same denomination, or with 44 in all, without forming triplet. Each of these combinations can be taken with each of the 78 pairs, giving a two-pair hand, only it is obvious that each two-pair hand will be given twice by this arrangement. Thus the total number of two-pair hands is half of 78 times 72 times 44, or there are 123,552 such hands in all.

Next, as to simple pairs. We get, as before, 78 different pairs. Each of these can be taken with any set of three formed out of the 48 cards left when the other 2 of the same denomination have been removed, except the 72 times 44 (that is 3,168) pairs indicated in dealing with the last case, and the 48 triplets which can be formed out of these same 48 cards, or 3,216 sets in all. Now the total number of sets of three cards which can be formed out of 48 is given by multiplying 48 by 47 by 46, and dividing by the product of the numbers 1, 2, and 3. It is found to be 17,296. We diminish this by 3,216, getting 14,082, and find that there are in all 78 times 14,082 or 1,098,240.

The hands which remain are those which are to be estimated by the highest card in them; and their number will of course be obtained by subtracting the sum of the numbers already obtained from the total number of possible hands. We thus obtain the number 1,302,540.

Thus of the four best classes of hands, there are the following numbers:

Of flush sequences there may be . .	40
" four	624
" full hands	3,744
" common flushes	5,108
" common sequences	10,200
" triplets	54,912
" two pairs	123,552
" pairs	1,098,240
" other hands*	1,302,540
Total number of possible hands .	2,598,960

* It is easy to test the accuracy of the whole series of calculations by de-

It will be seen that those who devised the rules for Poker play set the different hands in very proper order. It is fitting, for instance, that as there are only 40 possible flush sequence hands, out of a total number of 2,598,960 hands, while there are 624 "four" hands, the flush sequences should come first, and so with the rest. It is noteworthy, however, that when sequences were not counted, as was the rule in former times, there was one hand absolutely unique and unconquerable. The holder of four Aces then wagered on a certainty, for no one else could hold that hand. At present there is no absolutely sure winning hand. The holder of Ace, King, Queen, Knave, ten, flush, *may* (though it is of course exceedingly unlikely) be met by the holder of the same cards, flush, in another suit. Or when we remember that at whist it *has* happened that the deal divided the four suits among the four players, to each a complete suit, we see that four players at Poker *might* each receive a flush sequence headed by the Ace. Thus the use of sequences has saved Poker players from the possible risk of having either to stand out or wager on a certainty, which last would of course be very painful to the feelings of a professional gambler.

We might subdivide the hands above classified into a much longer array, beginning thus: 4 flush sequences headed by Ace; 4 headed by King, and so on down to 4 headed by five; 48 possible four-aces hands; 48 four-kings hands; and so on down to 48 four-twos hands; 24 possible "fulls" of 3 aces and 2 kings; as many of 3 aces and two queens; and so on down to 24 "fulls" of 3 twos and 2 threes, and so on. Any one who cares to do this can, by drawing the line at any hand, ascertain at once the number of hands above and not above that hand in value; and thus determine the chance that any hand taken at random is above or below that particular hand in value. The comparatively simple table above only shows how many hands there are above or not above pairs, triplets, and the like. But the more complete series could be very easily formed.

We note from the above table that more than half the possible Poker hands are below pairs in value. So that Clay was right enough in

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termining independently how many hands there are not belonging to the first eight classes. Thus, as all the cards of the five are of different denominations, we first take the combinations of the thirteen card names five together. These (as in dealing with common flushes above) are 1,287 in number. But, as in dealing with common sequences, we must multiply these by 4 times 4 times 4 times 4 times 4, or by 1,024, getting 1,317,888. Subtracting thence the flushes and sequences, 15,348 in all, we get 1,302,540 as the total number of common hands (not containing pairs or the like) as above

wagering on an Ace-high hand, seeing that there are more hands which will not beat it (supposing the highest next card a King, at any rate) than there are hands that will; but he was quite wrong in calling on such a hand, even against a single opponent.

The effect of increase in the number of hands can also readily be determined. Many, even among gamblers, know so little of the doctrine of chances as not to be aware of, still less to be able to measure the effect of, the presence of a great number of other contestants. Yet it is easy to illustrate the matter.

Thus, suppose a player casts a die single against one other. If the first has cast four the odds are in favor of his not being beaten; for there are only two casts which *will* beat him and four which will not. The chance that he will not be beaten by a single opponent is thus 4/6ths or 2/3. If there is another opponent, the chance that he individually will not cast better than 4, is also 2/3. But the chance that neither will throw better than 4 is obtained by multiplying 2/3 by 2/3. It is therefore 4/9; or the odds are 5 to 4 in favor of one or other beating the cast of the first thrower. If there are three others, in like manner the chance that not one of the three will throw better than 4 is obtained by multiplying 2/3 by 2/3 by 2/3. It is, therefore, 8/27; or the odds are 19 to 8 in favor of the first thrower's cast of 4 being beaten. And so with every increase in the number of other throwers, the chance of the first thrower's cast being beaten is increased. So that if the first thrower casts 4, and is offered his share of the stakes before the next throw is made, the offer is a bad one if there is but one opponent, a good one if there are two, and a very good one if there are more than two.

In like manner, the same hand which it would be safe to stand on (as a rule) at Poker against two or three opponents, may be a very unsafe hand to stand on against five or six.

Then the player has to consider the pretty chance-problems involved in drawing.

Suppose, for instance, your original hand contains a pair—the other three cards being all unlike; should you stand out? or should you draw? (to purchase right to which you must stand in); or should you stand in without drawing? Again, if you draw, how many of the three loose cards should you throw out? and what are your chances of improving your hand?

Here you have to consider first whether you will stand in, which depends not on the value of your pair only, but also on the chance that your hand will be improved by drawing. Having decided to stand in, remember that discarding three tells the rest of the company that in all prob-

ability you are drawing to improve a pair hand; and at Poker, telling anything helps the enemy. If one of your loose cards is an Ace, you do well to discard only the other two; for this looks like drawing to a triplet, and you may chance to draw a pair to your Ace. But usually you have so much better chance of improving your hand by drawing three, that it is, as a rule, better to do this.

Drawing to a triplet is usually good policy. "Your mathematical expectation of improvement is slight," says one work on the subject, "being 1 to 23 of a fourth card [it should be *the* fourth card] of the same denomination, and 2 to 23 of another pair of denomination different from the triplet," a remark suggesting the comment that to obtain a pair of the same denomination as the triplet, would require play something like what we hear of in old Mississippi stories, where a "straight flush" would be met by a very full pair of hands, to wit, five in one hand and a revolver in the other! The total expectation of improvement is 1 to 8; but then see what an impression you make by a draw which means a good hand. Then, too, you may suggest a yet better hand, without much impairing your chance of improvement by drawing one card only. This gives you one chance in 47 of making fours, and one in 16 of picking up one of the three cards of the same denomination as the odd cards you retain. This is a chance of 1 in 12.

"Draws to straights and flushes are usually dearly purchased," says our oracle; "always so at a small table. Their value increases directly as the number of players." (The word "directly" is here incorrectly used, the value increases as the number of players, but not *directly* as the number.) Of course in drawing to a two-ended straight, that is one which does not begin or end with an Ace, the chance of success is represented by 8 in 47, for there are 47 cards outside your original hand, of which only eight are good to complete the straight. For a one-end straight the chance is but 4 in 47. With a small chance, too, of improving your hand, you are trying for a hand better than you want in any but a large company. "If you play in a large party," says one authority, "say seven or eight, and find occasion to draw for a straight against six players, do so by all means, even if you split aces." The advice is sound. Under the circumstances you need a better hand than ace-pair to give you your fair sixth share of the chances.

As to flushes your chances are better, when you have already five of a suit. You discard one, and out of the remaining 47 cards any one of nine will make your flush for you. Your chance then is 1 in $5\frac{2}{9}$. In dealing with this point our oracle goes altogether wrong, and adopts a principle so inconsistent with the doctrine of probabilities as to show that,

though he knows much more than Steinmetz, he still labors under somewhat similar illusions. "Theoretically," says he, "the result just obtained is absolutely true; but I have experimented with six hands through a succession of 500 deals, and filled only 83 flushes in the 500, equal to one in six and one-twentieth draws. Of course I am not prepared to say that this would be the average in many thousand deals; theoretically it is an untrue result; but I here suggest a *possible* explanation of what I confess is to me a mystery." Then he expounds the very matter on which we touched above. "In casting dice," he says, "*theoretically*, any given throw has no influence upon the next throw, and is not influenced by the previous throw. Yet if you throw a die and it turns up six, while the chances are *theoretically* one to six" (one in six it should be) "that the next throw will produce a six because the previous throw of six lies absolutely in the past, yet you may safely bet something more than the usual odds against it. Then suppose the second throw turns up a six, that throw also now lies in the past, and cannot be proved to have an influence upon throw number three, which you are preparing to make. If any *material* influence is suspected you may change the box and die; and you may now bet twice the usual odds against the six. Why? Because you know by experience that it is extremely difficult to throw six three times in succession, even if you do not know the precise odds against it. Granted, certain odds against throwing six twice in succession, etc., yet at any given moment when the player shakes the box in which is a six-faced die, he has one chance in six of throwing a six; and yet if he has just thrown sixes twice, you may bet twelve to one that he will not throw a six in that particular cast." If I did not hold gambling to be near akin to swindling, and could find but a few hundred who held this doctrine, how much money might I not gain by accepting any number of wagers of this wise sort!

The fact is, the mistake here, is just the ridiculous mistake which Steinmetz called "the maturity of the chances" over again. It is a mistake which has misled to their ruin many thousands of gamblers, who might have escaped the evil influence of that other equally foolish mistake about being lucky or unlucky, in the vein or out of it. Steinmetz puts the matter thus: "In a game of chance, the oftener the same combination has occurred in succession, the nearer are we to the certainty that it will not recur at the next cast or turn-up: this is the most elementary of the theories on probabilities; it is termed the maturity of the chances." The real fact being that this is not a theory of probabilities at all, but disproved by the theory of probabilities, and disproved, whenever it has been put to the test, by facts.

Take the case considered in "The Complete Poker Player," and note the evidence on the strength of which the author of that work rejects the theory in favor of a practical common-sense notion (as he thinks), which is, in reality, nonsense. You may expect 9 successful draws to a flush in 47 hands; therefore in the 500 deals he experimented upon, he might have expected 95 or 96; and he only obtained 83. Now 500 trials are far too few to test such a matter as this. You can hardly test even the tossing of a coin properly by fewer than a thousand trials; and in that case there are but 2 possible events. Here there are 47, of which 9 are favorable. It is the failure to recognize this which led the Astronomer Royal for Scotland to recognize something mystical and significant in the preponderance of 3's and the deficiency of 7's among the digits representing the proportion of the circumference to the diameter of a circle. In casting a coin a great number of times, we do not find that the occurrence of a great number of successive heads or tails in any way affects the average proportion of heads or tails coming next after the series. Thus I have before me the record of a series of 16,317 tossings, in which the number of sequences of tails (only) were rendered; and I find that after 271 cases, in which tails had been tossed 5 times in succession, the next tossing gave in 132 cases heads, and in 139 cases tails. Among the 16,317 tossings, two cases occurred in which tail was tossed 15 times in succession, which, as it happens, is *more* than theory would regard as probable.

Here, however, I must draw these notes to a close. I have been already led on farther than I had intended to go. I shall note only one other of the doctrines (mostly sound enough theoretically) laid down in the "Complete Poker Player." Players sometimes, he says, act on the strange principle that if they are in bad luck, it is well to try the bold experiments usually regarded as bad play—as two negatives in algebra make a positive, so they think that bad play and bad luck united will win. On this our author makes the significant comment, "a slight degree of intoxication aids to perfect this intellectual deduction." Poker-playing generally, as a process for making money more quickly, is much improved and enlivened by a slight degree of intoxication.

STRAIGHT POKER.

The fifty-two cards are used, and the rule of the game the same as in ordinary Poker, with these exceptions. Deal passes to the person winning. Before playing everybody puts up a chip. You can pass and come in again at your pleasure. The original cards are what you play with, and you do not draw. When nobody enters, the player to the left of the

dealer makes a new round of cards. Bucks are often used for convenience, the elder hand putting in as many chips as there are players.

STUD POKER.

In dealing, five cards are given as in Poker. The first card is placed face down, the others with their faces up. Then a card or cards are drawn, which are not exposed. The raising and all else as in usual Poker.

WHISKEY POKER.

This game begins by each player putting a chip in the pool. Hands as in Poker are dealt, with one extra hand, placed face downward on the table. This hand is called the widow. The elder hand has the choice of passing, or taking the five cards of the widow. If he passes, the hand after him has the privilege. If the widow is taken, the player puts face up on the table the hand he has originally held, and from this, in rotation, the other hands take a card or the cards they want, replacing in the widow the cards they have taken from their own hands. When one player is satisfied with his hand, he intimates that he will close the game. Those after him and up to him are still entitled to take or exchange cards, until his place is reached. Then there is a show of hands, but no betting. The best hand wins. If the first player has a good hand, and decides to close the game, the widow may still be used or exchanged with the widow made as before described.

MISTIGRIS.

The Joker is used. The Joker makes fifty-three cards in the pack. The Mistigris, in a player's hand, entitles him to increase the value of his hand. If he has a pair, holding the Mistigris makes them threes. With threes, the Mistigris makes them fours. With two pairs, it converts the hand into a full. It has all latitude, makes straights, flushes, etc., etc. Sometimes its power is diminished of course by agreement, as in a full, increasing only the lower pair. All else is as in regular Poker.

TIGER.

This is a dreadful innovation, but as it is occasionally played we give it a place in this volume. The Tiger in a hand of Poker is the very lowest combination of cards which can be held. Five cards beginning with a seven and ending with a deuce is a Tiger. Thus seven, six, five, four, and deuce, and nothing else, is a Tiger. There must be no pair in it. It can be drawn for. It is supposed to be better than a straight, and not as good as a flush. A Tiger then beats threes.—EDITOR.

PROGRESSIVE POKER.

Progressive Poker was invented when Progressive Euchre was the fad. It is an excellent game for the drawing doom, as chips of a nominal value alone are used. It is entertaining and any number of persons can play. Four tables or more can be used. Five play at the first table and four at each of the other tables except at the last or "booby" table, at which six are seated. New-comers can sit at the booby table until the number of players has reached six, when a new booby table must be arranged taking all but four players from the erstwhile booby.

The banker is selected by the players, and he assigns positions of players, attends to the distribution of chips, and so on.

Cards are hung over the different tables denoting the amount of ante and the limit allowed at the table. The head table must have a bell with which to indicate when to stop playing and to change tables.

The players, as in Progressive Euchre, are seated according to cards they draw. When the drawing is complete the banker gives to each player the same number of chips. The chips are, as usual, of different colors and are of different values. It would be well to fix the values thus: Red worth five white ones; the blue, five red ones, etc.

The game is then played as regular Poker is played, with these exceptions: At the head table, table stakes must be played—that is, no player must bet more chips than he actually holds. A player at the head table cannot borrow from another player nor from the banker. And at this table alone are jack-pots allowed. These are played as jack-pots are generally played, except that the buck is placed in the middle of the table and is taken by the winner of the first pot after each change of players. The jack-pot must be fattened by a blue chip from each player before each deal until it is opened. Progressive jack-pots are always played.

At the other tables a limit is fixed beyond which no player can bet. The limits are:

At second table, one blue chip; at third, three red chips; at fourth, two red chips; at fifth, one red chip; at sixth, or booby table, one white chip. If there are more tables than this number, the banker must settle the limit.

At each table the deal at the start is cut for, the lowest dealing and ace counting as low. As the game progresses and the players move from table to table, the age goes to the last lady coming to a table, and the cards are dealt by the player to her right. If two ladies progress to

the same table, they cut; if no lady comes to the table by progression, the deal is cut for.

The play at the first table, as in Progressive Euchre, determines the time for progression. When a jack-pot is won at the first table the bell is rung and play ceases, except at those tables where there is an unfinished hand, which is played out. The players of these hands may call and cannot raise, a raise not being permitted after the bell. If the bell rings at the beginning of a draw, the hands must be shown without betting.

The method of progression is this: The winner of the jack-pot retains his seat, the other four cutting the cards; the two cutting the lowest cards go to the booby table, and the two players at the other tables who won the last two pots progress upward to the next higher table. If one player has won both the last pots, the three remaining players cut and the highest goes to the next table.

At the end of the game each player will count his chips and inform the banker of the number. The women who have won the highest and the next highest number of chips must receive the first and second prizes for women; the same rule holding with regard to the men. Booby prizes go to the man and the woman who lost the greatest number of chips.

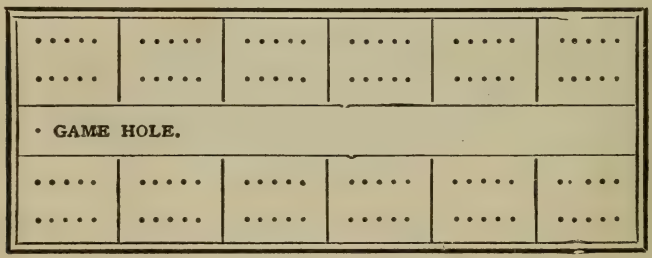
During the game, if a player lose all his chips, he can borrow from the banker, who, when the game is ended, charges these chips against the borrower. If the banker runs short he can borrow from any player, crediting that player with the number of chips borrowed.

CRIBBAGE.

DESCRIPTION OF THE GAME.

THE game of Cribbage may be played in several ways, viz., by two, three, or four persons—five or six cards being dealt to each. It will be convenient first to describe the game as played by two persons (*two-handed Cribbage*), with five cards dealt to each (*five-card Cribbage*).

A pack of fifty-two cards is required, and a board with holes for scoring (called a *Cribbage board*).



The board is placed lengthwise between the two players, with the *game hole* nearest to the edge of the table.

Four *pegs* (of which each player takes two) are used in scoring.

DEALING.

The players having cut for deal (see Laws), the pack is shuffled, and the non-dealer cuts it. The dealer reunites the packets and gives five cards to each player, by one at a time, commencing with his adversary. The undealt portion of the pack is placed face downward, between the game hole end of the board and the edge of the table.

THREE FOR LAST.

The non-dealer is entitled to mark three holes, called *three for last.* Three for last is only scored once during a game, viz., by the player who is non-dealer at its commencement. He generally marks it while his adversary is dealing. (This rule is universal in the United States, but is not so in England.—EDITOR.)

LAYING OUT FOR CRIB.

The deal being completed, the players proceed to look at their hands and to *lay out for crib.* Each has to put out two cards. The players, having decided which two cards they deem it expedient to discard, place the discarded cards face downward on the table, by the side of the board nearest to the dealer. The two cards last put out are placed on the top of the two first put out. The four cards laid out are called the *crib.*

CUTTING FOR THE START.

After the crib is laid out, the non-dealer cuts the pack and the dealer turns up the top card of the packet left by his adversary. The card turned up is called the *start.* If the start is a knave the dealer marks two (called *two for his heels*).

PLAYING.

The hands are now played in the following manner: The non-dealer plays any card from his hand he thinks fit, placing it face upward on the table by the side of the board nearest to himself, and calls out the number at which it is valued. The king, queen, knave, and ten (called *tenth cards*) are valued at ten each, the other cards at the number of pips on them. The dealer then plays any card he thinks fit, placing it face upward by his side of the board, and calls out the value of his card added to the value of the card first played. The non-dealer next plays another card, and then the dealer, and so on, as long as any cards remain in hand, or until a card cannot be played without passing the number thirty-one. When it happens that a player cannot play without passing thirty-one, he says "go." His adversary then, if he has a card which will *come in*, *i. e.*, which can be played without passing thirty-one, is entitled to play it. When there is a go, or when thirty-one is reached, the remainder of the cards in hand (if any) are not played.

During the play of the hand the players are entitled to score for certain

combinations of cards as follows: pairs, fifteen, sequences, and the go or thirty-one.

PAIRS.—If when a card is played the next card played pairs it (for instance, if a four is played to a four), the player pairing is entitled to mark two points. If the card next played is also of the same denomination, a *pair royal* is made, which entitles the player making it to mark six points; and if the card next played is again of the same kind, it constitutes a *double pair royal*, which entitles the player to a score of twelve points, in addition to the pair already scored by him. Tenth cards only pair with tenth cards of the same denomination. Thus: kings pair with kings, queens with queens, and so on; but kings do not pair with queens, knaves, or tens, although they are all tenth cards.

FIFTEEN.—If during the play of the hand a player reaches exactly fifteen, by reckoning the pips of all the played cards, he is entitled to mark two points. Thus—a nine is first led; the second player plays a six; he calls fifteen and marks two.

SEQUENCES.—The sequence of the cards is king, queen, knave, ten, nine, eight, seven, six, five, four, three, two, ace. The ace is not in sequence with the king and queen. The king, queen, knave, and ten, though they each count ten toward thirty-one in play, reckon in sequences in the above order. Thus: knave, ten, nine are in sequence. If any three cards are played in such a way that they can be reckoned in sequence order, either from above downward, or below upward, without the intervention of another played card out of sequence order, the player of the third card is entitled to mark three (called a *run* of three). If a fourth card is similarly played, the player of it is entitled to a run of four; if a fifth card is similarly played, a run of five accrues; and so on. If there is a break in the sequence, and in the subsequent play the break is filled up, without the intervention of a card out of sequence order, the player completing the sequence is entitled to a score of one for each card of it.

For example: A plays a four; B plays a three; if A follows with a deuce or a five, he is entitled to a run of three. Suppose A plays a deuce; if B now plays an ace or a five, he gains a run of four, or, if he plays a four, he gains a run of three; and so on, as long as either player plays a card that will *come in*.

It is not necessary that the cards forming a sequence should be played in order. Thus: A plays a four; B a deuce; A a five. B can then come in with a three, and make a run of two, three, four, five. After the three is played, A can come in with an ace or a six, making a run of five, or with a four, making a run of four. But if any card not in

sequence intervenes, the run is stopped. Thus: If four, deuce, five, and five are played in this order, a three or a six will not come in, as the second five, which intervenes, forms no part of the run.

Again: Suppose the cards played in this order: four, two, three, one, five, two, four, one, as they might be at the six-card, or at the four-handed game. The third card entitles the run of three; the fourth to a run of four; the fifth to a run of five. The sixth card, the deuce, has no run, as the second card (another deuce) intervenes, and the four is wanting to complete the sequence. The seventh card takes a run of five; and the last card has no run, as the ace previously played blocks the three.

Again: Suppose the cards played in this order: one, five, six, three, two, four. There is no run until the four is played. The four completes the sequence, and entitles to a run of six.

THE GO.—The player who approaches most nearly to thirty-one during the play of the hand is entitled to mark one, for the *last card*, *go*, or *end hole*. If a player reaches thirty-one exactly, he marks two instead of one.

For instance: Two tenth cards and a four are played, making twenty-four. If the next player has no card in hand under an eight, he cannot come in, and his adversary marks a go. If, however, the adversary has a seven, he may play that and score two for thirty-one, instead of one for the go; or, if he has a four he may play it, when he marks two for the pair, and, if his adversary has no card that will come in (*i. e.*, no card under a four remaining in his hand), the last player also marks one for the go.

COMPOUND SCORES.—It not unfrequently happens that more than one score can be reckoned at the same time. Thus, in the case last given, a pair and a go are scored together. So also a pair and a thirty-one, or a pair and a fifteen, may be reckoned together—scoring four; or a sequence and a fifteen (*e. g.*, four, five, six are played), scoring five; and so on with other combinations.

SHOWING.

As soon as a go or thirty-one is reached, the players *show* their hands, and reckon aloud for certain combinations of cards in them. The non-dealer has the *first show*. He places his hand face upward on the table, and reckons and marks the points in it, making use of the start as though it were a part of his hand, but without mixing it with his cards.

The dealer then shows his hand, and similarly reckons it aloud, and marks the points in it and the start combined. He then shows the crib, and reckons aloud, and marks the points made with it and the start.

The points counted in hand or crib may be made by fifteens, by pairs or pairs royal, by sequences, by flushes, or by his nob.

FIFTEENS in hand or crib are counted by adding together all the different cards (including the start), the pips of which will make exactly fifteen, without counting the same set of cards twice over. In reckoning fifteens, tenth cards are valued at ten each. Each separate fifteen that can be made with a different combination reckons two. For example: A player holding, either with or without the start, a tenth card and a five, reckons two, or, as it is called, *fifteen-two.* If he has another five, he combines this also with the tenth card and reckons two more, or *fifteen-four;* or, if his other cards were a four and an ace, he would similarly reckon another fifteen.

Suppose a player holds two tenth cards with a five, and a five is turned up, he reckons fifteen-eight, the combinations being as follows:

10 of clubs	10 of spades	10 of clubs	10 of spades
5 of clubs	5 of spades	5 of spades	5 of clubs

Again: A nine and three threes give three different combinations of fifteen, each of which reckons two. Thus:

9 of spades	9 of spades	9 of spades
3 of hearts	3 of hearts	3 of clubs
3 of clubs	3 of diamonds	3 of diamonds

and so on for other cards.

PAIRS are reckoned on the same principle as when playing the hand. In the example last but one the total score would be twelve, viz.: eight for the fifteens, and four for the two pairs; in the last example, six for the pair royal would have to be added to the six for the fifteens.

To take a less easy example, a hand consisting of four fives would score twenty (twelve for the double pair royal and eight for the fifteens), as under:

5 of spades	5 of spades	5 of spades	5 of hearts
5 of hearts	5 of hearts	5 of clubs	5 of clubs
5 of clubs	5 of diamonds	5 of diamonds	5 of diamonds

It will be observed that these are all the fifteens which can be made without reckoning the same set of three cards together more than once.

SEQUENCES of three or more cards are counted as in the play of the hand, but with this addition, that, if one card of a sequence can be substituted for another of the same kind, the sequence is reckoned again

Thus a seven, eight, and two nines give two sequences of seven, eight, nine, by substituting one nine for the other, in addition to the fifteen and the pair, making the total ten.

Suppose the crib to consist of two tens, two nines, and an eight. Here are four sequences of three cards each, viz.:

10 of clubs	10 of clubs	10 of diamonds	10 of diamonds
9 of hearts	9 of spades	9 of hearts	9 of spades
8 of spades	8 of spades	8 of spades	8 of spades

These count twelve in addition to the two pairs, which make the total sixteen.

To take a more difficult example—the crib contains six, seven, seven, eight, eight. This hand is counted thus: four fifteens (eight), two pairs (four), four sequences of three each (twelve), in all twenty-four.

A FLUSH is reckoned by a player whose entire hand consists of cards of the same suit. The flush counts three; if the start is of the same suit as the hand, the flush counts four. For example: a player has three, four, five, of the same suit, and a six is turned up. The hand counts fifteen-two, four for sequence, six, and three for the flush, nine. If the start is also of the same suit, the hand reckons ten. No flush can be counted in crib, unless the start is of the same suit as the crib, when the flush reckons five.

HIS NOB.—If a player holds in hand or crib the knave of the suit turned up, he counts *one for his nob*.

When the hands and crib are reckoned, the deal is at an end. The cards are put together and shuffled, and a fresh deal commences. The player who was the non-dealer in the first hand now deals; and so on alternately, until the game is won.

SCORING.

The points made during the hand accrue in the following order: two for his heels, points in the play of the hand to the player gaining them as they are made, the non-dealer's show, the dealer's show, and the crib show.

The game is sixty-one up. Each player marks the points to which he is entitled as soon as they accrue, by placing a peg in the hole on the board, corresponding to the number to which he is entitled. For the first score on each side, only one peg is used; for the second score, the second peg (called the *foremost peg*) is placed in front of the first. At the next score the *hindmost peg* is moved in front of the other, and becomes in its turn the foremost peg. By marking in this way, the adversary is

enabled to check each score, as the number of holes between each peg shows whether the score is correctly marked.

The players first mark *up the board*, commencing from the game hole end, each using the row of holes nearest the edge of the board, and nearest to himself. When a player arrives at the top, he proceeds to mark *down the board*, on the inner row of holes on his side of the board. The player who first scores sixty-one wins the game. When the game is won, the winner places his foremost peg in the game hole.

If a player wins the game before his adversary has scored thirty-one points, he wins a double (but see Law 37).

SIX-CARD CRIBBAGE.

Cribbage is sometimes played by dealing six cards to each player instead of five. At this game the non-dealer does not take three for last. Also, in playing, the hands are not abandoned as soon as a go or thirty-one is obtained. When a go is called, if the adversary has a card or cards that will come in he must play them. When no more cards can be played without passing thirty-one, the cards played in the first series up to the go are turned face down, and a fresh series is commenced by a lead from the opponent of the player who scored the first go or thirty-one. If only one card is left after a go, the player holding it plays it, and marks one for the last card. If he has two left, he plays both, and also marks any points (as a pair or fifteen) they may make. In all other respects the game is played in the same way as five-card Cribbage.

THREE-HANDED CRIBBAGE.

Cribbage is occasionally played by three persons. Five cards are dealt to each; one card is laid out from each hand, and one from the top of the pack to complete the crib. The deal proceeds to the left of the last dealer. Each player marks for himself. Sometimes a triangular board is used.

FOUR-HANDED CRIBBAGE.

At Four-handed Cribbage two of the players are partners against the other two. The partners, who sit opposite each other, are determined as at Whist, and the lowest has the first deal. One player scores for himself and his partner. Five cards are dealt to each player, and each puts out one for crib. The deal proceeds in rotation to the left. In playing the hands, the player to the dealer's left leads first, and each player plays a card in rotation to the left. When a go is called, the next player

in rotation must play if he can come in; if not, he also says "Go," and so on until no one can come in without passing thirty-one, when it is a *go all round*, and the go, or thirty-one, is scored by the side who were last able to come in. If only one player can come in, he must go on playing alone as long as he has cards that can be played without passing thirty-one; and, similarly, if two partners only can come in, they must go on playing alternately. After the first go, or thirty-one, the hand is continued as at six-card Cribbage, the player to the left of the one who last came in leading to the next series.

In reckoning the hands, the player to the dealer's left has the first show, the dealer's partner the next, and the dealer the last.

Rubbers (best two games out of three) are sometimes played; but a better plan is to play single games twice round the board, the game being one hundred and twenty-one up.

A player may assist his partner in counting his hand and crib, and may correct the score if his partner marks too few points.

HINTS.

1. In laying out for crib, it is necessary to bear in mind whether it is your deal or your adversary's. When you are the dealer, you should lay out cards that are likely to score in crib; when you are not the dealer, you should do precisely the reverse. At five-card Cribbage it is, as a rule, more important to lay out bad cards for the adversary's crib (called *balking the crib*), than to keep the cards in hand which will give you the greatest score; for the crib and start together consist of five cards, the hand and start of only four cards. The largest number, with but very few exceptions, that can be made out of four cards is twelve; but, with five cards, there are hundreds of hands that score from twelve to twenty-nine. Hence it is advisable to put out for the opponent's crib the most unlikely scoring cards. Moreover, if your adversary is a good player, he will for the most part prefer the interest of his crib to that of his hand. Hence he will put out cards that are likely to make long scores in combination with three others; and this is an additional reason for balking his crib.

2. The least likely card to reckon in crib is a king, as that card can only score in sequence one way. For a similar reason, an ace is a good balk. The best balking cards for the opponent's crib are king, with ten, nine, eight, seven, six, or ace (king, nine being the best); or queen, with any of these except the ten. If unable to lay out any such combination, discard cards that are not in sequence nor near together. Wide

even cards are good balks, even cards being less likely to give a score than odd ones, or than one even and one odd one. If you have the choice between two cards of the same suit, or of different suits, prefer the latter, so as not to give a chance of a flush in crib.

3. The best cards to put out for your own crib (and, therefore, the ones to be avoided for your adversary's) are fives, five and six, five and a tenth card, three and two, seven and eight, four and one, nine and six, or pairs, particularly low pairs. If unable to lay out any of these, discard as close cards as possible. It is generally good play to retain a sequence in hand, as, if any one of the cards held is turned up, it gives you eight in hand at least. Pairs royal are also good cards to keep. The rule to keep these and sequences in your hand also applies when discarding for the adversary's crib, unless the two other cards are in the list just mentioned. For example : with queen, knave, ten, four, ace, you should put out the four and ace for your own crib ; but for your adversary's the queen and ten, keeping a fifteen and sacrificing the sequence. The queen and ten are chosen because they are the widest apart ; also, retaining the knave gives a chance of his nob.

4. The lay-out is affected by the state of the score. Toward the end of a game, if you have cards that in all probability will take you out, the consideration of balking the opponent's crib is of but little consequence.

5. In playing the cards, the card first chosen should be the one that presents the least chance of an adverse score. Aces, twos, threes, or fours are the best cards to lead, as no fifteen can be made from them, and the only chance of a score is by pairing them. The pair, however, is very likely to be declined, as it is commonly the game to begin with a card of which you hold a duplicate (except with two fives), so that you may make a pair royal if paired. Also, if an ace, two, three, or four is led, the second player must play a card which makes less than fifteen, when you have the chance of fifteen, especially if with ace and four, or two and three, you have led one, as the play of any tenth card (of which there are sixteen in the pack) will then enable you to make fifteen. Also, with nine and three, or four and seven, if the three or the four is led and paired, the nine or seven makes fifteen. And further, if the second hand plays a tenth card to the low one first led, you have a chance of a *safe pair*, *i. e.*, of pairing with so high a card that a pair royal cannot be made without taking the adversary beyond thirty-one.

6. When leading from a sequence, the highest or lowest is to be chosen in preference to the middle card.

7. If the adversary plays a close card to the one led, it is frequently because he desires you to make a run of three, he lying with a fourth card

that will come in. Whether you should accept the run, or decline it by playing wide, depends on the state of the game. (See Hint 10.)

8. If the adversary plays a card which you can pair, or make fifteen of, choose the latter. At the same time you must not forget if a seven or eight is led, and you make fifteen, that you give the opponent a chance of coming in with a six or a nine.

9. Avoid making eleven with a four, as, if the four is paired, the adversary gains four holes. The rule applies to all similar combinations, *e. g.*, twelve made with a three, twenty-seven made with a four, or twenty-eight with a three. Avoid making the number twenty-one in play, as then a tenth card comes in for two.

10. When playing the cards, the state of the score should constantly be considered. When you are ahead in the game, or have your average, you should endeavor to keep the advantage by playing wide cards, by refusing pairs, or by declining to make fifteen with close cards. Playing in this way is called *playing off*. On the other hand, if you are behind in the game, you should run risks to get on, as by pairing (chancing a pair royal), by making fifteen with close cards, or, by playing close cards, when, if your adversary makes a small run, you have a card that will come in and give you a larger one. Playing in this way is called *playing on*.

11. In order to know whether you should play or play off, you must keep in mind that the average points in the play of the hand are two for the dealer, and one and a half for the non-dealer; that the average points in hand are more than four and less than five; and that the average points in crib are five. Each player ought, therefore, to make six in hand and play throughout the game, and seventeen and a half in two deals. If the players score this average, they are said to be *at home*. If you score the average or more, and leave your adversary about seven holes in arrear, you are said to be *safe at home*. When you are at home you should play off; when your adversary is safe at home you should play on.

12. When you are safe at home, the rule respecting sequences (see Hint 3) does not always apply, especially with sequences containing seven and eight. It is then frequently the game to hold a wide card, to enable you to play off. Again: when near the end of the game, and you want to make points in play, in order to play out, you should endeavor to hold two low cards and one high one.

13. With skilful players it is considered very important to play for the end hole, or go, which makes a difference of two to the score. To this end it is best, as a general rule, with two low cards and a high one, to

commence with a low card; with two high cards and a low one, to begin with a high one. The dealer's chance of making the end hole is greater than that of the non-dealer.

14. In reckoning the hand and crib, it will assist the novice to keep to a regular order. He should first search his cards for fifteens, then for pairs, then for sequences, then for a flush, and, lastly, for his nob.

15. At six-card Cribbage there is not so strong a reason for balking the crib as at five-card Cribbage. The average scores are larger at the six-card game. The non-dealer is at home at the end of the first hand if he scores twelve, the dealer if he scores seventeen. At the end of the second deal each player is at home at twenty-nine holes. In the first deal it is a considerable advantage to either player to exceed his average, and, consequently, both should play on; but, when a player sees he cannot get home in the first deal, he should commence by playing off. Also, with only high cards in hand, it is advisable to keep two cards that will score in play (*e. g.*, a seven and an eight), so that if your adversary is obliged to play a card more than you, you come in for a score at the end of the hand.

LAWS OF CRIBBAGE.

SHUFFLING.

1. Each player has a right to shuffle. The dealer has the right of shuffling last.

CUTTING.

2. A cut must consist of at least four cards. In cutting for deal, the player cutting first must not cut more than half the pack.

3. The player who cuts the lower cribbage card deals. The ace is lowest. The other cards rank in sequence order, the king being highest.

4. The cut for deal holds good even if the pack is incorrect.

5. If, in cutting for deal, a player exposes more than one card, his adversary may treat whichever of the exposed cards he pleases as the one cut.

6. If in cutting to the dealer a card is exposed, or if in reuniting the separated packets a card is exposed, or there is any confusion of the cards, there must be a fresh cut.

7. There must be a fresh cut for deal after each game, unless rubbers are played.

DEALING.

8. The players deal alternately throughout the game.

9. The dealer must deal the cards by one at a time to each player, commencing with his adversary. If he deals two together, he may rectify the error provided he can do so by moving one card only; otherwise there must be a fresh deal, and the non-dealer marks two holes.

10. If the dealer exposes any of his own cards, there is no penalty. If he exposes one of his adversary's, the adversary marks two holes, and has the option of a fresh deal, prior to looking at his hand. If a card is exposed through the non-dealer's fault, the dealer marks two, and has the option of dealing again.

11. If it is discovered while dealing that there is a faced card in the pack, there must be a fresh deal.

12. If the dealer gives his adversary too many cards, the non-dealer marks two holes, and has the option, after looking at his hand, of a fresh deal, or of returning the surplus cards to the top of the pack without showing them to the dealer, and of standing the deal.

13. If the dealer gives himself too many cards, his adversary marks two holes, and has the option, after looking at his hand, of a fresh deal, or of standing the deal. If he stands the deal, he has the right of drawing the surplus cards from the dealer's hand, and of looking at them.

14. If the dealer gives his adversary or himself too few cards, the non-dealer marks two holes, and has the option, after looking at his hand, of a fresh deal, or of allowing the imperfect hand to be completed from the top of the pack.

15. If a player deals out of turn, and the error is discovered before the start is turned up, the deal in error is void, and the right dealer deals. After the start is turned up it is too late to rectify the error.

LAYING OUT.

16. If either player lays out when he holds too many cards, the adversary marks two holes, and has the option of a fresh deal, or of standing the deal. If he stands the deal, he has the right of drawing the surplus cards from the offender's hand, and of looking at them.

17. If either player lays out with too few cards in hand, he must play out the hand with less than the right number of cards.

18. The dealer may insist on his adversary's laying out first.

19. If a player takes back into his hand a card he has laid out, his adversary marks two holes, and has the option of a fresh deal.

20. The crib must not be touched during the play of the hand.

THE START.

21. In cutting for the start, the non-dealer must cut at least four cards, and must leave at least four in the lower packet.

22. If the dealer turns up more than one card, the non-dealer may choose which of the exposed cards shall be the start.

23. If a knave is turned up, and the dealer plays his first card without scoring his heels, he forfeits the score.

PLAYING.

24. If a player plays with too many cards in hand, his adversary marks two holes, and has the option of a fresh deal. If he elects to stand the deal, he has the right of drawing the surplus cards from the offender's hand and of looking at them, and the option of playing the hand again or not.

25. If a player plays with too few cards there is no penalty.

26. If a card that will come in is played, it cannot be taken up again. If a card that will not come in is played, no penalty attaches to the exposure.

27. If two cards are played together, the card counted is deemed to be the one played, and the other must be taken back into the player's hand.

28. If a player neglects to play when he has a card that will come in, his opponent may require it to be played, or may mark two holes. (This rule does not apply to the player who has the go at two-handed five-card Cribbage.)

29. There is no penalty for miscounting during the play.

SHOWING AND SCORING.

30. When reckoning a hand or crib, the cards must be plainly shown, and must remain exposed until the opponent is satisfied as to the nature of the claim.

31. If a player mixes his hand or crib with each other, or with the pack, before his claim is properly made (see Law 30), he forfeits any score the hand or crib may contain.

32. If a player scores more points than he is entitled to, the adversary may correct the score and add the same number to his own score. This law applies even if a player, in consequence of overscoring, places his foremost peg in the game hole.

33. There is no penalty for scoring too few points. A player is not bound to assist his adversary in making out his score.

34. When a peg is quitted the score cannot be altered, except as provided in Law 32.

35. If a player touches his opponent's pegs (except to put back an overscore), or, if he touches his own pegs, except when he has a score to make, his adversary marks two holes.

36. If a player displaces his foremost peg, he must put it behind the other. If he displaces both his pegs, his adversary is entitled to place the hindmost peg where he believes it to have been, and the other peg must then be put behind it.

37. A lurch (or double game) cannot be claimed, unless by previous agreement.

38. The three for last may be scored at any time during the game, but not after the opponent has scored sixty-one.

FIVE-CARD CRIBBAGE.

This game is practically the same as the six-card game, with, however, a few notable points of difference. Except for the case noted, all arrangements and rules of the six-card game remain in force.

In dealing, the dealer gives to the players alternately, one by one, five cards; each discards two for the dealer's crib, retaining three cards; the non-dealer at the beginning of the game can mark three holes as an offset to the advantage of the first deal. As soon as a "go," or thirty-one, is reached the remaining cards are not played.

This game is considered more scientific than the six-card game. Every point is of value, as the chances for marking are so much less. The best players therefore make it a point to play for the "go," which makes or loses a point.

At this game the rule is to lay out bad cards for the adversary's crib —called *balking the crib.* This is done because the crib and the start consist of five cards, while the hand and start is of four cards only. With very few exceptions the largest number that can be made out of four cards is twelve; but with five cards there are many hands that score from twelve to twenty-nine. This makes it advisable to place in your opponent's crib the most unlikely scoring cards.

EUCHRE.

THE game of Euchre is played with a pack of thirty-two cards; the twos, threes, fours, fives, and sixes being thrown out from a complete pack.

Two or four players make the best game. When four are engaged, the game is almost always played with partners.

DEALING.

The players cut for deal.

The pack is then cut for the dealer: if two play, by his opponent; if more than two play, by the adversary to his right. The dealer reunites the packets and delivers five cards to each player by three at a time, and then by two at a time, or *vice versâ*. Some players make it compulsory to deal three first, and then two; others deal two first to the opponent, then three to themselves, then three to the opponent, and lastly two. Whichever mode is adopted, when each player has five cards the dealer turns up the top card for trumps, and places it face upward on the top of the stack.

ORDER OF THE CARDS.

The cards in suits not trumps rank as at Whist, the ace being the highest, and the seven the lowest. But in the trump suit, the knave of the suit turned up (called the *right Bower*) is the highest trump, and the other knave of the same color (black or red, as the case may be, called the *left Bower*) is the next highest. For instance, a heart is turned up, the knave of hearts is the best trump, then the knave of diamonds, then the ace of hearts, then the king, queen, ten, down to the seven. The order of the cards in the diamond suit, when hearts are trumps, is ace, king, queen, ten, down to the seven; the knave being the left Bower, belongs to the trump suit.

ORDERING UP, TAKING UP, AND PASSING.

The mode of procedure after the deal depends on whether the game is played with partners or not.

When two play, the non-dealer examines his hand, and decides whether he will play it or not. If he is satisfied with his cards, that is, if he thinks he can win three tricks, he says, "Order it up." The dealer then puts a card out of his hand, face downward, under the pack, and the play of the hand commences.

The trump card when *ordered up* belongs to the dealer's hand, in place of the discarded card; but he generally does not take it up until it is his turn to play. It is found in practice convenient thus to leave the card on the pack, so as to avoid the necessity of asking what are trumps.

If the non-dealer is not satisfied with his cards, he says, "Pass." The dealer then has the option of *taking up* the turn-up (in place of a discarded card as before), or of *passing* in his turn. If the dealer takes up the trump, the play of the hand commences; if he passes, he signifies his determination by placing the trump card face upward under the pack, called *turning it down*. Some players turn the trump card down on the top of the pack; but the first-mentioned way is preferable, as there can be no dispute as to the suit first turned.

If both pass, the non-dealer then has the option of naming any suit (except the one turned up) for trumps, or of passing again. He signifies his intention by saying, "Make it spades," or any suit he prefers, or by saying, "Pass again." If he passes again, the dealer has the option of making the trump suit or of passing a second time. If either player *makes it*, the play of the hand commences; if both pass a second time, the hand is thrown up, and the opponent deals.

When the trump is made of the same color as the turn-up (*i. e.*, red, if the turn-up is red, or black if it is black) it is called *making it next*, or *next in suit*. If the trump is made of a different color from the turn-up, it is called *crossing the suit*.

PLAYING.

If the hand is played the non-dealer leads a card. The dealer plays to it, the two cards thus played constituting a *trick*. The second player must follow suit if he is able; he is not bound to win the trick (unless it so happens that he cannot follow suit without), and if not able to follow suit he may play any card he pleases.

It must not be forgotten that the left Bower belongs to the trump suit, and if led a trump must be played to it. Thus, if hearts are trumps, and

the knave of diamonds is led, the second player must follow suit with a heart if able.

The highest card of the suit led wins the trick; trumps win other suits. The winner of the trick leads.

The object of the play is to win three tricks or five.

At two-handed Euchre some players turn over the tricks, others do not. When more than two play, each trick should be turned before the winner leads to the next.

THREE-HANDED EUCHRE.

When three play, the option of playing or passing goes to each in turn, commencing with the player to the dealer's left. Three cards, one from each hand, constitute a trick. The player who orders up or takes up the trump, or who makes the trump, has to play single-handed against the other two.

If the hand is played, the player to the dealer's left (eldest hand) has the first lead, and the dealer plays last to that trick. The eldest hand deals next.

Three-handed Euchre is sometimes called "cut-throat Euchre," because not only do two players conspire against the third, but at many points of the score one of the allies conspires against his *quasi* partner.

FOUR-HANDED EUCHRE.

At four-handed Euchre the partners sit opposite each other, as at Whist. If the first hand passes, the second may say, "I assist," which means that the dealer (his partner) is to take up the trump. The hand is then played, the player to the dealer's left (eldest hand) having the first lead, and each playing a card in turn, the rotation going to the left. Four cards constitute a trick. The eldest hand has the next deal.

If a player has a very strong hand he may *play alone*, *i. e.*, he may play single-handed against the two adversaries. When a player announces that he will play alone, his partner cannot object, but must place his cards, however good they may be, face downward on the table, and leave himself in the hands of his partner. A player can play alone when he or his partner orders up; or when his partner assists; or, in the case of the dealer, when he takes up the trump. A player may also play alone when he makes the trump, but not when the adversary orders up, or assists, or makes the trump.

The player to the dealer's left has the first lead, and each plays a card in turn, as at Whist. In other respects the game is the same as the two-handed.

SCORING.

The game is five or ten points up.

If the player (or side) ordering up, taking up, or making the trump wins all five tricks, he wins a *march*, and scores two.

If he makes three tricks, he makes the *point*, and scores one. Winning four tricks is no better than winning three.

If he fails to make the three tricks he is *euchred*, and the adversary scores two.

The principle is that the attacking player undertakes, in effect, to make three tricks, and if he does not do what he undertakes he is punished by the loss of two points.

If a lone player wins all five tricks he scores four. If he wins three tricks he scores one. If he fails to win three tricks the adversaries score two.

At three-handed Euchre, or at independent Euchre (played without partners), when more than two play, the mode of scoring varies. In some companies it is ruled that, if the attacking player is euchred, both the adversaries score two. If this makes them both out the eldest hand wins.

But the better way of playing is to *set back* the player who is euchred. The score can be set back even beyond five, so that if a player is at love, and he is euchred, he has seven points to make. The player who first obtains five receives from each of the others as many points as he is short of five; thus, if he is set back two points, and does not score at all during the game, he has to pay seven points.

LAPS.—It is sometimes agreed that one player, or side, shall carry any surplus they may make over into the next game.

LURCH OR "SLAMS."—It is sometimes agreed that a player, or side, shall receive double if they win a love game.

HINTS TO LEARNERS.

The hands that should be played or passed differ according to the number of players. Thus, at two-handed Euchre, you may play on a lighter hand than at three-handed. The following Hints relate principally to the two-handed game, and to the four-handed game with partners.

ORDERING UP, PASSING, TAKING UP, AND MAKING THE TRUMP.

1. The chances are that the dealer has one trump dealt; so, if you order up, you must expect to meet one trump and the turn-up in the dealer's hand. And it must be remembered that you lose two points if you order up and do not win three tricks, and only gain one if you succeed (unless you make a march). Therefore you should not order up unless it is two to one in favor of your winning three tricks against two trumps, and your cards are such that you would not have as good a chance if you made the trump.

To order up at four-handed Euchre, the eldest hand should be somewhat stronger than at two-handed.

2. It follows from Hint 1, that if strong in trumps, and equally strong in another suit, it is always good play for the eldest hand to pass. For if the dealer takes up the trump he may lose the point and be euchred; and if he passes you can then make the trump, and are better off than in the other case, as the dealer does not get the turn-up.

3. If you pass, and the dealer turns it down, you may still consider that, whatever you make it, you will probably find one trump against you. It is, therefore, not advisable to make the trump unless you hold cards that will probably win three tricks against one trump higher than any in your own hand, or against two small ones.

4. If you are about to make the trump, and have good cards in two suits of different colors, you should, as a rule, make it next. The reason is that the dealer having turned it down in one color, you are not likely to encounter either Bower of that color in his hand. The rule not to cross the suit, applies at the four-handed game to the non-dealer and his partner. But if the dealer's partner makes the trump, he should not hesitate to cross the suit, as he may assume, from the dealer's having turned it down, that he has no Bower in that color.

5. With so strong a hand that you are almost sure of the point, whether you make the trump or not, of course you pass, in hopes that the dealer will take up the trump. For example: you have both Bowers and the ace of trumps; you should pass. If the dealer takes up the trump you euchre him; if he passes you make it next in suit, and win the point, unless the dealer has passed with three trumps (which would be bad play) and none of your ace suit.

6. At four-handed Euchre the second player (dealer's partner) should assist if he has something more than one trick, as, for instance, an ace

and a trump, or two aces. The assisting hand says, in fact, "I am good for one trick, and have a chance of another."

But if the dealer's partner is strong in the non-trump suits he should not assist unless morally certain of two tricks.

7. The third hand should be cautious of ordering up, as his partner, having passed, has declared weakness.

8. The dealer should be very cautious of taking up, as his partner, not having assisted, must be very weak (see Hint 6). The dealer ought not to take up as a rule, unless he has two tricks morally certain, and a chance of a third.

9. If the dealer, either at two or four-handed Euchre, can reduce his hand by his discard to three trumps and two cards of another suit, he should take up the trump, unless all the five cards are very small.

10. If the dealer takes up the trump, he should generally keep two cards of a suit, except his single one happens to be an ace. For example: with queen, seven of one suit, and king single of another, the king should be discarded.

LEADING.

11. Lead from your guarded suit. Thus, if you hold two trumps, a guarded card and a single card, lead your best card in the guarded suit. But if in fear of losing a march lead your highest single card.

12. If you have three trumps in sequence always lead a trump, unless the sequence is nine, eight, seven. At four-handed Euchre always lead a trump with three trumps of any denomination.

13. At four-handed Euchre, if you have made the trump next in suit and have the lead, lead a trump, unless you hold the right Bower and ace, and weak cards out of trumps.

14. As a general rule at four-handed Euchre, if the dealer's partner assists, the eldest hand should at once lead a trump through him. The rule does not apply if the dealer has turned up a Bower, nor if the leader has the left Bower, or the ace of trumps guarded.

15. If your partner orders up, or assists, or takes up, or makes the trump, invariably lead a trump as soon as you obtain the lead. If your partner orders up or makes the trump, lead him your best trump; if he takes up the right Bower lead your smallest trump.

PLAYING AFTER THE FIRST LEAD.

16. Head the trick second hand if you hold a card higher than the one led.

17. If your partner orders up, or assists, or takes up, or makes the

trump, and you hold trumps, trump with them whenever you can. If you have a single trump do not hesitate to trump with it, even if it is a Bower.

18. If your partner leads an ace do not trump it, but throw away a single card. Toward the end of a hand, if you infer that your partner has another trump, it would often be right to trump even a winning card led by him.

19. At two-handed Euchre the following point not unfrequently occurs: The leader has the left Bower, ace, and a small trump, and two cards of another suit. He leads the left Bower. His adversary wins it and forces him. The leader now should not continue the trump; for if the adversary has one higher card in the leader's suit, and no more trumps, the leader thus makes the point and whatever other cards the adversary holds, it does not matter which card is led.

20. If you have lost two tricks and won the third, and remain with one trump, lead the trump. For if your trump does not win you cannot save the point. At four-handed Euchre, however, if your partner dealt, and he still retains the turn-up in his hand, it is better, as a rule, to lead the outside card, on the chance of making the trumps separately. Of course, if your outside card is a winning card, and your trump is higher than the turn-up, you should lead the trump.

21. If your partner has assisted and led a trump, and you remain with one trump and two other cards and the lead, your play must depend on the value of the outside cards. If they are pretty good lead the trump, but if small lead one of the outside cards.

22. In discarding during the play of the hand, a player ought, as a rule, to keep a guarded card in preference to a single one, unless the single card is an ace: Thus, having knave, seven of hearts, and king of spades, if at the third trick a trump is led, the king of spades should be discarded.

23. Inform your partner of your strength. Thus, if you discard from a suit of which you hold ace and king, throw the ace. This is most important when the adversary has ordered up, or assisted, or taken up the trump, as it indicates to your partner that he need not keep that suit. Again: if you hold a trump next in value to the turn-up, play it, or trump with it, in preference to the card taken up.

24. As a rule make tricks when able. Passing a trick or finessing is seldom permissible. For example: If a card (not an ace) is led, of which you (third player) hold none, and you have king and another trump, trump at once with the king.

The second hand, however, should generally leave the chance of the

first trick to his partner, if he holds the best trump, or two trumps, and throw away a single card (except an ace).

EFFECT OF THE SCORE.

25. If the adversary is at three, the trump should not be ordered up, unless with very good cards, as, if the trump is ordered up, the loss of the point at this score loses the game.

26. If the adversary is at the score of four, it is better for the dealer to take up the trump on a light hand, than to leave it to his adversary to make the trump.

27. At four-handed Euchre, when the dealer's side is at the score of one or two, and you (eldest hand) are at four, you should order up, even if you have not a trick in your hand, or rather, unless you have one certain trick, as the right Bower or the left Bower guarded. By so doing you prevent the opponent from playing alone. In the worst case you are euchred, and have the deal next time, the chances being greatly in favor of winning the point with the deal. This position is called *the bridge.*

If at this score you (eldest hand) pass your partner may be sure that you hold one or more commanding trumps. If, therefore, the third hand has tolerable strength (*e. g.*, one trick and a chance of a second, see Hint 6) he should order up, in expectation of making the point.

If at this score the trump is not ordered up, the dealer should pass as a rule, as he may feel sure of meeting strength in trumps to his left.

28. At four-all, if the eldest hand or the third hand has a trick, and the probability of a second (see Hint 6), and such cards that he would be no better off if he made the trump, he should order up; for if the dealer turns down the trump, the second hand or the dealer will probably make the trump, and so win the game in another suit.

LONE HANDS.

29. In playing a lone hand the eldest hand has the advantage, and next to him the dealer. The players may, therefore, play alone on hands that should not be played alone by the other players.

30. When leader, with a lone hand, lead your winning trumps. If you thus make two tricks and remain with one trump, lead your best card out of trumps, and if that wins, lead the remaining trump.

31. When playing against a lone hand, always lead an ace, if you have one; if you have no ace, lead your highest card out of trumps, except you hold a guarded king and cards of other suits, in which case it is advisable to wait for your king to be led to (see also Hints 11 and 23).

32. When playing against a lone hand, keep cards of the suit your partner discards, as you may be sure he is weak in them, and depend on your partner for strength in the suits he keeps; but do not throw away an ace, even if your partner keeps your ace suit.

LAWS OF EUCHRE.

CUTTING.

1. The lowest deals. In cutting, the ace is lowest.

When playing partners the two highest play against the two lowest.

DEALING.

2. The dealer must give five cards to each player by three at a time and two at a time, or *vice versâ*, and must turn up the top of the undealt cards for trumps.

3. If the dealer gives too many or too few cards to any player it is a misdeal, and the deal passes to the next player.

4. If the dealer exposes a card in dealing there must be a fresh deal; but if the dealer in turning up the trump turns two cards it is a misdeal.

5. If a faced card is found in the pack before turning up, there must be a fresh deal, unless the faced card is the turn-up.

6. When more than two play, the players deal in rotation to the left.

PLAYING.

7. If any one plays with more or less than five cards he can score nothing that hand.

If the trump is ordered up and the dealer omits to discard a card before he or his partner plays, he can score nothing that hand.

8. When more than two play, exposed cards may be called. A card led out of turn may be called, or a suit from the side offending when they next have the lead.

9. A player revoking is euchred. A player revoking against a lone hand is euchred four.

10. A player not following suit when able may correct his mistake before the trick is turned and quitted, and before he or his partner leads or plays to the next trick. The card played in error is an exposed card.

11. A player making a trump must abide by the suit first named.

12. If after the trump is turned a player reminds his partner that they are at the point of the bridge, the latter loses his right of ordering up.

13. Each player has a right to see the last trick.

DEFECTIVE PACKS.

14. If a pack is found to be defective the deal is void; but all previous deals stand good.

SCORING.

15. An erroneous score may be corrected at any time during the game.

RAILROAD EUCHRE.

Thirty-three cards are used, the Joker making the extra card. The Joker is the best trump and is higher than the leading Bower, no matter what is the trump. A player may have then an equivalent to three Bowers, the Joker and the two knaves of a color.

In Railroad Euchre, a player going alone can call for the best card in his partner's hand, throwing out his own discard. When the player goes alone, one of his adversaries may agree to call for the best card in his partner's hand. It is a two-handed game, or four-handed game. In Railroad Euchre, a euchre counts four points.

If in turning for trumps, the Joker turns up, the next card in the pack is made trumps.

It is generally played in ten points.

SET-BACK EUCHRE.

In this game the points made diminish a certain score given to each player at the beginning of the game.

Everybody plays for himself.

At the beginning five points are allotted to each player.

If a player makes three tricks he scores one, which is deducted from his five points, leaving him four points; each player's object being to wipe out his score.

To begin the game every player puts one or more chips into a pool, and the first one who has wiped out his score wins it. There are no partners.

A player not making a trick, though he may not have declared anything, has one added to his score. A euchre counts two. Sometimes

when a euchre is made, the players deposit another chip in the pool. The rules for Set-back Euchre have not yet been clearly defined.

NAPOLEON.

Six players can play Napoleon, which is a development of Euchre. In cutting it is the person taking the lowest card who deals. It is a game of bidding. If a player thinks he has a good hand he states, "I can make so many tricks." The person bidding the highest number of tricks plays. He has in opposition to him the other players. The player who has the bid has the privilege of naming the trump. He may elect to name no trump, but it is understood that the first card he plays is the trump. Should a player declare Napoleon and succeed in taking all the tricks, he makes Napoleon, and is paid by all the others two chips for each trick, which is ten. Making tricks less than Napoleon is paid at the rate of one chip per trick. A player saying, "I will make two or three tricks," must make the number stated, or he loses. Losses are made according to tricks. Sometimes by a fall of the cards, a player having announced "three tricks" and makes them, believes he can make Napoleon. He may succeed in securing the two other tricks, five in all, but he is not paid ten chips, as he would have been had he declared Napoleon at the beginning. He receives only one chip for each trick. Should he, however, after making his three tricks not make the Napoleon, he pays one chip for each trick, or five chips. He might, when he made the number of tricks he announced, have stopped there, and won his declare.

Players must follow suit, but not having the suit, to trump is obligatory.

FRENCH EUCHRE.

In this game the eights and sevens are not used, there being twenty-four cards, and not more than four players; these are partners. It resembles in many respects Napoleon. A player states that he will make so many tricks, making a particular suit trumps. If the other players bid no more tricks, the eldest hand has the play. The assistance of the partners is as in Euchre. If, for instance, one partner were to announce three in hearts, and his partner had the Bowers, and other good cards, the partner when his turn came to play might bid for the five tricks. The game being of fifteen points, tricks are counted as points. The euchre counts only as much as the number of tricks which were announced by the losing party.

PROGRESSIVE EUCHRE.

The game is the regular four-handed Euchre with five points up, and is so adapted as to enable any number of ladies and gentlemen to participate.

For example, say the number of players is twenty, consequently five tables are required.

The guests on entering the room are each presented with a favor or decorated card by the hostess, which is to be attached to the lady's dress or gentleman's coat; these designate the tables to which each player is assigned, viz., first lady first table, or first gentleman first table, etc. The lady and gentleman having corresponding cards, take position as partners.

When all are seated, the leader, or one of the players at the first table, announces the commencement of the game by tap of bell.

The first table having finished their game, the bell is tapped, when play must cease at all the tables.

The successful partners at the first table retain their seats and attach a gold star or label to their favors, while the unsuccessful partners at the first table retire to the last or fifth table, taking the place of the victors at that table, where they do not remain partners, but exchange with those left at table five; the losers at table five attach a green label or booby to their favors.

The victors at the other tables then move up or progress one table, viz., fifth to fourth, etc.

In case of a tie, when the leader taps the bell at any of the tables, the ladies cut the cards, the highest cut determines the victors, or in case the game is not completed, the side having the greatest number of points to their credit are the victors.

As prizes are provided for the lady and gentleman receiving the highest number of honors, gold labels or stars, and also for the recipients of the greatest number of booby labels, it causes a pleasant rivalry between the players, which remains unabated to the close of the game.

In case of a tie, the same rule applies as during the game.

All other points in the game are decided according to the usual rules of Euchre.

SIX-HANDED EUCHRE.

As the name indicates, six persons, three on a side, play this game. The partners are seated alternately. Before the cards are dealt two of the sevens are removed. The cards are then distributed, each player getting eight cards.

The players bid for trumps, and the bidding is conducted the same as in French Euchre. The side that makes the trump and wins the number of tricks bid counts that number and no more, even should it win all the tricks. If it fail to make the number of tricks bid, the opposing side counts that number of tricks.

The score is generally twenty-five points, with which each side starts. As points are made they are deducted from the score, the side first wiping out the twenty-five winning. When a bid is successful the trump must be declared, but it is not obligatory to lead trumps.

The joker is sometimes used when the remaining cards after the deal are thrown into the centre of the table, and is known as the "Widow." The player who makes the highest bid has the right to select the cards he wants from the Widow. He must declare the trump suit before he looks at the Widow. A bid to play alone supersedes a bid of five, and if successful it counts ten.

BÉZIQUE.

GUIDE TO BÉZIQUE, BY CAVENDISH.

INTRODUCTORY REMARKS.

THE game of Bézique is generally played by two persons. Two packs of Bézique cards are shuffled well together and used as one. It is better to have two packs with the same colored backs, or with the same device on the backs. Cards prepared for Bézique may be procured, or ordinary packs of cards may be used, the twos, threes, fours, fives, and sixes being thrown out.

There are several ways of playing Bézique, differing, however, only in small details. The most usual way will first be described, and afterward the variations will be noticed.

DEALING.

The packs being shuffled together the players cut for deal (see Laws 1–5). The cards are then cut to the dealer. He reunites the packets and deals eight cards to each player. He delivers three to his adversary and then three to himself, then two to each, and lastly three to each. Sometimes the cards are dealt three at a time, twice successively, and lastly two at a time.

The seventeenth card, now the top of the pack, called the *stock*, is turned up for trumps. The trump card is placed lengthwise between the two players, a little to the right or left of them, and the stock is placed by the side of the trump card and slightly spread, so that cards can be easily taken from it during the play, as will be explained.

PLAYING.

The non-dealer now plays any card out of his hand. The dealer plays a card to it. He is not obliged to follow suit, nor to play a card that wins

the trick. If, however, he wins the trick, or trumps it (which he may do, although holding in his hand a card of the suit led), he has to lead. Whoever wins the trick has the next lead; but, before playing, each player draws one card from the stock, the winner of the trick drawing the top card, the other player the card next it; by this means the number of the cards in each hand is restored to eight, as at first. This alternate playing a card and drawing a card continues till all the stock, including the trump card (generally exchanged for the seven), which is taken up last, is exhausted. The rules of play then alter in the manner presently to be described.

In playing the cards, the highest card of the same suit wins the trick, the ace being highest, next the ten, and then the king, queen, knave, nine, eight, and seven. In the case of ties the leader wins. Trumps win other suits.

The tricks are left face upward on the table till the end of the hand. They are of no value except for the aces and tens which they may contain.

The objects of the play are to win aces and tens, and to promote in the hand various combinations of cards, which, when *declared*, score a certain number of points.

The following table shows all the scores that can be made at Bézique:

BÉZIQUE SCORES.



Seven of trumps (a club is shown, but, of course, any suit may be trumps according to the turn-up).

If turned up, dealer marks 10. Player declaring or exchanging seven of trumps marks 10.





King and queen of same suit not trumps (called marriage).

King and queen of the trump suit (called marriage in trumps or royal marriage).

Player declaring marriage marks 20. Player declaring marriage in trumps marks 40.




Queen of spades and knave of diamonds (called bézique).

Queen of spades and knave of diamonds, declared twice in one deal by the same player (called double bézique).

Player declaring bézique marks 40. Player declaring double bézique marks 500 in addition to the 40 already scored.

Note.—In order to entitle to double bézique, all four cards must be on the table at the same time and unplayed to a trick. If all four are declared together, only 500 can be scored, and not 540.

When clubs or hearts are trumps, queen of spades and knave of diamonds are bézique. When spades or diamonds are trumps, queen of clubs and knave of hearts are bézique.






Four aces (the four suits are shown, but any four aces will do, whether duplicates or not).

Player declaring four aces marks 100.






Four kings (any four will do, whether duplicates or not).

Player declaring four kings marks 80.






Four queens (any four will do, whether duplicates or not).

Player declaring four queens marks 60.



Four knaves (any four will do, whether duplicates or not).
Player declaring four knaves marks 40.



Sequence of five best trumps. Player declaring sequence marks 250, in addition to 40 previously scored for marriage in trumps.

If sequence is declared without previous declaration of marriage, only 250 can be scored, and not 290.

ACES AND TENS.—Aces and tens in tricks. Each player for each one adds to his score 10.

The winner of a trick containing an ace or a ten at once adds 10 to his score; if the trick consists of two aces or tens, or one of each, he adds 20.

LAST TRICK.—The winner of the last trick marks 10.

Note.—The last trick is the last before the stock is exhausted. That is, when two cards of the stock (viz., the trump and another card) remain on the table, the player winning the trick is said to win the last trick, notwithstanding that there are still eight tricks to be played.

DECLARING.

A declaration can only be made immediately after winning a trick, and before drawing a card from the stock. The declaration is effected by placing the declared cards face upward on the table, where they remain. Though left on the table they still form part of the hand, and can be played to a trick just the same as if they had not been declared. Each score is marked at the time of declaring.

Players are not bound to declare unless they like, although they may win a trick and hold scoring cards.

A card cannot be played to a trick and be declared at the same time.

It is optional to declare or exchange the seven of trumps after winning a trick with some other card. When declared the seven need not be shown unless asked for. When exchanged the seven is put in the place of the turn-up card, and the turn-up is taken into the player's hand. The

card taken in exchange for the seven cannot be declared until the player exchanging has won another trick.

Any number of combinations may be declared to one trick, provided the same card is not used twice over. Thus, a player having declared four kings and holding two or three queens matching as to suit, may, after winning another trick, marry them all at the same time. But, if a player holds king and queen of spades and knave of diamonds, he must not put down the three cards to score marriage and bézique. He must first score one combination, say bézique; then, after winning another trick, he may place the king on the table and score marriage.

In declaring fresh combinations one or more cards of the fresh combination must proceed from the part of the hand held up. For instance: a player having sequence in trumps should first declare marriage in trumps, and then, having won another trick, he can declare the sequence by adding the sequence cards. If he incautiously shows the sequence first he cannot afterward score marriage of the king and queen on the table.

The same card can be declared more than once, provided the combination in which it afterward appears is of a different class. Thus: suppose spades are trumps, the queen of spades can be declared in marriage of trumps, in sequence, and in four queens; but a king or queen once married cannot be married again, nor can a card having taken part in a set of four take part in another set of four, to make four aces, kings, queens, or knaves; nor can one bézique card be substituted for another to form a second single bézique.

The player scoring the last trick can at the same time declare in accordance with the foregoing rules. After this all declarations cease.

PLAYING THE LAST EIGHT TRICKS.

The last two cards of the stock are taken, one by each player, as before, the loser of the last trick taking the turn-up or seven as the case may be. Then all cards on the table that have been exposed in declaring are taken up by the player to whom they belong, and the play of the last eight tricks commences. The winner of the last trick now leads; the second player must follow suit if he can, and must win the trick if he can. If he holds a trump, and is not able to follow suit, he must win the trick by trumping. The winner of the trick leads to the next. The tricks are still only valuable for the aces and tens they may contain.

MODE OF SCORING.

A numbered dial with hand, or a bézique board and pegs, or counters, may be used. The last plan is to be preferred. Eleven counters are

required by each player, one marking 500, four each marking 100, one marking 50, and five each marking 10. The counters are placed to the left of the player, and when used to score are transferred to his right. This system of marking shows at a glance not only how many each player has scored, but, by looking to his left, how many he is playing for. This is often important when near the end of the game.

The game is usually played 1000 up. If one player scores 1000 before his adversary obtains 500, the game counts double. A *partie* is the best three games out of five, reckoning a double as two games.

VARIATIONS IN THE MODE OF PLAYING.

THREE AND FOUR-HANDED BÉZIQUE.—Bézique may be played by three or four persons. If by three, all play against each other, three packs of cards being used. The dealer deals to his left, and the player first dealt to leads to the first trick. The rotation of dealing proceeds to the left.

A second double bézique—to make which fresh bézique cards must be declared to a bézique on the table—counts another 500. Triple bézique counts 1500. All the cards of the triple bézique must be on the table at the same time. The game is generally played 2000 up.

In playing the last eight tricks, the third hand, if not able to follow suit, nor to win the trick by trumping, may play any card he pleases.

In other respects, the mode of play is the same as in the two-handed game.

When four play, four packs of cards are used. The players may play independently, or they may play with partners, the partners being cut for, and sitting opposite each other, as at Whist.

The scores are the same as before, but the four-handed game is usually played 2000 up, a second double bézique counting 500, and triple bézique counting 1500. All the cards of double or triple bézique must be on the table at the same time, but the béziques may be declared from the hand of either partner. A player may declare when he or his partner takes a trick.

In playing the last eight tricks, the first and second players, beginning from the dealer's left, play their cards against each other, and score the aces and tens, and then the other two similarly play their cards.

One player scores for himself and his partner as at Whist.

Three and four-handed Bézique are not so amusing as two-handed. When four wish to play it is better to have two separate tables.

NUMBER OF PACKS.—Sometimes two players use four or six packs of cards shuffled together. In this case nine cards are sometimes dealt

instead of eight, the game is 2000 up, and triple bézique can be scored. Using so many packs makes the game too complicated.

DIMINISHED SCORES.—Some players consider the double bézique and sequence scores too high, and by agreement make the score for double bézique 300, and that for sequence 200.

LAST TRICK.—The last trick is sometimes understood to mean the thirty-second trick, or the last of all. This, however, is an error, which has probably arisen through the imperfect nomenclature adopted.

ACES AND TENS.—Sometimes aces and tens are not scored till the end of the hand. In this case each time an ace or ten is played the winner of the trick takes up the cards on the table, and turns them face downward in front of himself; and when all the cards have been played, each player looks through his packet to ascertain how many aces and tens it contains. When near the termination of the game, if scoring in this way, it occasionally happens that both sides can score out. This being so, some players deduct the number of aces and tens held by one from those held by the other, and only allow the majority of aces and tens to reckon. Other players when near the end count the aces and tens in their tricks at once if it makes them out. Thus: being 960, and having four aces and tens in the trick, the player would at once call game. Others again give precedence in scoring aces and tens to the player who wins the last trick. But by far the best and simplest method is to mark each ace and ten as the score accrues, not only at the end, but all through the game, just as is done in the case of other scores.

HINTS TO LEARNERS.

The first difficulty in playing to the tricks is to decide what cards to throw away and what cards to retain, so as to do the least harm to your chance of scoring. The following hints merely touch on the elements of the play, the mode of managing deep or difficult games being quite beyond the scope of this small guide.

1. It is no advantage to get the lead unless you have something to declare, but as a rule, rather the reverse. Therefore, when a card (not an ace or a ten) is led, do not take it, but throw away a losing card. (But see Hints 5 and 12.)

2. The cards that can be parted with without loss are sevens, eights, and nines, as they form no part of any of the combinations that score. (But see Hint 7.)

3. After these, the least injurious cards to part with are knaves (except the bézique knave and the knave of trumps).

4. It is better when in difficulties to lead a ten or an ace, as a rule, than a king or queen, though there are many exceptions. It is true that aces count a hundred, kings only eighty, and queens only sixty; but kings and queens can marry and aces cannot. And, as a rule, if you go for four aces, you have to sacrifice some other combination, and having shown four aces, you are pretty sure to lose some of them in the tricks. Recollect that every ace or ten lost to you makes a difference of twenty to the score.

5. It is seldom advisable to go for four aces unless you happen to hold three, and are in no difficulty. Rather make tricks with the aces when opportunity offers.

6. If driven to lead an ace or a ten, and your adversary does not take the trick, it is often good play to lead another next time.

7. Do not part with small trumps if it can be helped. The seven, eight, and nine of trumps should be kept to trump aces or tens led. If possible keep one small trump in hand to get the lead with when you want to declare.

8. Do not part with trump sequence cards. Even if you have a duplicate card of the trump sequence you should not play it until near the end of the hand, as playing it shows your opponent that you have a duplicate. This frees his hand, as he need no longer keep sequence cards. Armed with this knowledge he will trump every ace and ten you subsequently lead.

9. Until near the end of the hand, do not part with bézique cards, even after declaring bézique. By so doing you give up all chance of double bézique, the score for which is very high. Having declared bézique, and holding or drawing another bézique card, sacrifice everything, even sequence cards if necessary, for the chance of double bézique.

10. Having a choice between playing a possible scoring card from your hand, or a small trump from your hand, or a card that you have declared, as a rule play the declared card, so as not to expose your hand.

11. Avoid showing your adversary, by what you declare, that he cannot make the trump sequence or double bézique. By keeping him in the dark you hamper his game, and as a likely consequence may save some of your tens or aces from being taken by him. For example, suppose early in the hand you hold four queens, viz., two queens of hearts (hearts being trumps) and two queens of spades. It is much better to sacrifice, or, at all events, to postpone scoring, sixty, and not to declare these, than to let your adversary know that he cannot make sequence or bézique.

12. Whenever your adversary leads a card (not the ace) of a suit of which you hold the ten, take the trick with the ten. This rule does not apply to trumps, as in that suit you require the ten to form part of your sequence.

13. Win the last trick if possible. Lead out the ace of trumps for this purpose. In the first place the trick scores ten, and in the next, winning it prevents your adversary from declaring anything more that hand.

14. Toward the end of the hand run your eye over the cards your adversary has on the table, and play accordingly. For example: suppose your opponent has an ace on the table, and you hold a card of that suit, throw away that card that you may be able to trump the ace in the play of the last eight tricks.

15. In playing the last eight tricks your only object should be to save your aces or tens and to win those of the adversary.

LAWS OF BÉZIQUE.

CUTTING.

1. The highest deals. In cutting, the cards rank as in playing.

DEALING.

2. The players deal alternately throughout the game.

3. If the dealer gives his adversary or himself too few cards, the number must be completed from the stock. The non-dealer, not having looked at his cards, may, if he prefers it, have a fresh deal (see also Law 8).

4. If the dealer gives his adversary too many cards, the player having too many must not draw until his number is reduced to seven. If the dealer gives himself too many cards, the non-dealer may draw the surplus cards, and add them to the stock. But if the dealer, having too many cards, looks at his hand, he is liable to Law 9.

5. If a card is exposed in dealing, the adversary has the option of a fresh deal.

DRAWING.

6. If a player draws out of his turn and the adversary follows the draw, there is no penalty. If the adversary discovers the error before drawing he may add twenty to his score, or deduct twenty from that of the other player.

7. If the first player when drawing lifts two cards instead of one, the adversary may have them both turned face upward, and then choose which he will take. If the second player lifts two cards, the adversary has a right to see the one improperly lifted, and at the next draw the two top cards are turned face upward, and the player not in fault may choose which he will take.

8. If a player plays with seven cards in his hand, the adversary may add twenty to his own score, or deduct twenty from that of the other player. On discovery of the error, the player with a card short must take two cards at his next draw instead of one.

9. If both players draw a second time before playing, there is no penalty. Each must play twice without drawing. But if at any time during the play of the hand one player discovers the other to have nine cards, himself holding but eight, he may add 200 to his own score, or deduct 200 from that of the other player. The player having nine cards must play to the next trick without drawing.

PLAYING.

10. If a player at two-handed Bézique shows a card on the table in error, there is no penalty, as he cannot possibly derive any benefit from exposing his hand.

11. If a player at three or four-handed Bézique shows a card on the table in error, he must leave it on the table, and he cannot declare anything in combination with it.

12. If a player at two-handed Bézique leads out of turn, there is no penalty. If the adversary follows, the error cannot be rectified.

13. If a player at three or four-handed Bézique leads out of turn, he must leave the exposed card on the table, and he cannot declare anything in combination with it. If all the players follow to a lead out of turn there is no penalty, and the error cannot be rectified.

14. The cards played must not be searched.

LAST EIGHT TRICKS.

15. If a player revokes in the last eight tricks, or does not win the card led, if able, all aces and tens in the last eight tricks are scored by the adversary.

SCORING.

16. An erroneous score, if proved, may be corrected at any time during the hand. An omission to score, if proved, can be rectified at any time during the hand.

THREE-HANDED BÉZIQUE.

One more player requires an additional pack of cards. Every player is for himself. The deal goes round to the left. A triple scores 1,500 points, the count to win being 2,000. If, when the last eight cards are to be played, the third hand does not have any of the suit, and is unable to trump, he has the right to play as he sees fit.

FOUR-HANDED BÉZIQUE.

This game requires four packs. Sometimes there are partners, but each one may play for himself. The game has the same count as Triple Bézique—2,000 points. Declarations, if a partnership game is played, are called when either of the partners take a trick.

VARIOUS GAMES.

There all several games of Bézique played which depend upon caprice; as counting when kings of hearts and queens of diamonds are in the hand: or kings of clubs and queens of spades.

RUBICON BEZIQUE.

This game practically has taken the place of Bezique. It was recognized finally in 1887, when the Portland Club drafted laws for the game, which is now the standard game of Bezique.

LAWS OF RUBICON BEZIQUE.

(Adopted by the Portland Club.)

1. This game is played with four packs of cards of thirty-two each and shuffled together.

2. Both players have a right to shuffle the cards, it being the prerogative of the dealer to shuffle last, however.

CUTTING.

3. The cut must consist of five cards at least, five or more remaining in the lower packet.

4. The player cutting the higher card has choice of deal, seats, and markers throughout the play. A player who plays *a la chouette* has the choice without cutting.

5. If, in cutting for the deal, more than one card is exposed, the player must cut again.

6. The incorrectness of a pack does not affect the validity of the cut.

DEALING.

7. The cards are dealt either one at a time, the top card being given to the non-dealer, the next to himself (the dealer), or the three top cards to opponent and then three to himself, and so on until each player has received his quota of nine cards. The cards remaining, called *talon* or stock, are placed, face downward, in one packet in the centre of the table to the dealer's left.

8. When there is a misdeal it can be rectified by permission of the opponent, if discovered before the deal is completed. The deal is completed upon the turning up of the trump card.

9. If, upon the completion of the deal, but prior to the first trick being played to, it is discovered that one or the other of the players has more cards than belong to him, there must be a new deal; if, however, it is found that one or the other of the players has too few cards, his hand may be completed from the stock by mutual consent, or otherwise there shall be a new deal.

10. If the dealer expose any of his own cards, the deal can stand; but if he expose a card belonging to his adversary or to the stock, the non-dealer may require a fresh deal.

11. If a player plays with more cards than he should have in his hand, he is rubiconed, but the adversary cannot add more than 900 to his score, or 300 for brisque and 1,000 for the game. When both of the players play with too many cards the game will be considered null and void.

12. If one or both players play with too few cards, either one or the other—whoever made the mistake—shall keep that number throughout the hand and score after the usual fashion. When only one of the players does this, the other will necessarily win the last trick.

13. When one player plays with too many and the other with too few cards, the deal holds good, the former being rubiconed and the latter cannot score the last trick.

14. A card led in turn shall not be taken up after it has been played to; if, however, more than one card be played at the same time, all but one may be taken up. A card led out of turn shall be taken up unless it is covered, in which case the trick shall hold good.

15. Either of the players may count the stock at any time, and when

he finds that twelve cards or less remain therein, either of the players may count the brisques in his own tricks.

DRAWING.

16. If, in drawing, either player sees cards to which he has no right, he must show them to his opponent, and when the winner of a trick sees the second card the loser may see the top card. If the loser draw first and the winner, without observing the mistake, draw second, both must retain the cards drawn.

17. If the loser of the trick, when it is his turn to draw, see two cards of the stock, the player who has won may choose either of the cards after the next trick, whether he win it or not. Thus, if either player see any number of cards, his adversary shall always choose which one he prefers, after each trick, as long as any card seen by the other is undrawn. When there is an odd number in the stock the last card is not drawn.

DECLARING.

18. Declared cards must be placed face upward on the table always, and separate from the tricks, and—save in the case of *carte blanche*—must stay there until played or the stock be exhausted. Bezique combinations can be declared separately, and later be united to form a superior combination.

SCORING.

19. When a player scores for a combination to which he has no right, and his opponent does not discover the error until a card has been played to the subsequent trick, the error cannot be corrected. When a score is marked wrong it can be rectified at any time during the progress of the game.

THE LAST NINE TRICKS.

20. If a player, while the last nine tricks are being played, fails to follow suit or win the trick, though he could have done so, immediately the mistake is discovered, the tricks must be played over again, beginning from the one in which the error occurred.

BYSTANDERS.

21. When a bystander, inadvertently or otherwise, calls attention to any error or oversight, and thereby affects the score, he can be called upon to pay all stakes and bets of the player whose interest he has prejudicially influenced.

POLISH BEZIQUE, OR FILDINSKI.

This variation is very like the ordinary game and is not hard to acquire. As the scoring is quite different, the change from one game to the other often proves agreeable.

The game is played by either two or four persons. The principal difference in the two games is that in Bezique proper the cards played on a trick are no longer of value, while in the Polish game the winner of the trick takes all the scoring cards it contains—that is, all court cards and aces, and the ten of trumps—and arranges them, face upward, before him, and scores for any combinations they may make together. The cards of no value are cast aside, but the winner of each trick scores the brisques it may contain. Brisques may be scored after every trick, and not left to the end of the hand.

Cards gained by a player in tricks and placed before him do not belong to his hand, and cannot be PLAYED; they can be declared in scoring combinations only.

The scoring combinations are the same as in ordinary Bezique.

Brisques contained in tricks count ten each, and the winner of the trick before the last cards are drawn also counts ten.

The Bezique cards are queen of spades and knave of diamonds; but when spades or diamonds are trumps it is generally considered better to make the queen of hearts and knave of clubs for Bezique.

As in the other games, declarations can only be made on winning a trick and prior to drawing, but in Polish Bezique a declaration cannot be made unless one of the cards, at least, which were just gained form part of the combination.

When a player draws a card he loses the score for all the declarations he may have failed to score.

Declarations may be made and scored in any number and at the same time, and in any order whatever; but no card is allowed to be declared more than once in the same combination. All cards declared remain on the table till the end of the hand, even though they may not form part of any more combinations, and both of the players have a right to see all the declared cards.

The seven of trumps is declared or exchanged at the same time other cards are; *i.e.,* when it is in the trick after which the declaration is made.

It can be declared by the player taking the trick, whether he takes it with a seven or takes the seven led by his opponent with a higher card.

When the seven is exchanged for the turned-up card, the latter is put with the declared cards which belong to the player. If, however, it is not exchanged, but simply declared, the seven is put aside with the cards of no value.

In the *last eight tricks* Polish Bezique is like the ordinary game, as regards following suit, leading the trick when able, and so on. It differs in this: The declarations can continue to be made just as before, until the end of the hand.

When the seven of trumps has been exchanged, the player drawing it at the end may not declare it again during the last eight tricks.

Generally the game is 2,000 up, as the scoring combinations are so much easier to attain than in the ordinary game.

In other things the rules of the ordinary game govern this.

A variety of the game, preferred by some players to the one described above, is played by two persons with three packs of Bezique cards instead of two.

The rules and method of play are like those with two packs, but in consequence of the extra number of cards employed in this the game is 2,500 or 3,000 up, and triple Bezique scores.

The scores of sequences, double and triple Bezique can be lowered by agreement to 150, 300, and 1,000.

FOUR-HANDED POLISH BEZIQUE.

This can be played, as the ordinary game, two against two or all against all. Four or even five packs of Bezique cards are used, and the game is usually 2,000 or 3,000 up. The scoring combinations are like those of the two-handed game; and a triple bezique counts 1,500, while a quadruple bezique wins the game.

A double or triple or quadruple bezique can be declared by either partner, after the winning of the card or cards making up with his open cards a single or double bezique, and then—not before this—he can add a single or double bezique among his partner's open cards. In short, except in the case of double, triple, or quadruple bezique, each partner can score a combination only of cards won by himself. At the end of the game the partners add their respective scores.

LAWS OF POLISH BEZIQUE.

In this game the laws of Rubicon Bezique apply, except:

A player with more cards than he should have in his hand forfeits 200 points and must give the extra cards to his adversary, who can add them

to his declared cards. When both players play with too many cards, they shall continue to play without drawing until the error is rectified. When one player has too many and the other too few cards, the deal holds good; the former forfeits 200 points and the latter cannot score the last trick.

Any score unclaimed before the leading of the next card is forfeited. If a player scores too many for a combination, the overscore is deducted and added to the score of his adversary. After the latter, however, has played another score before discovering the error, it must go uncorrected.

If a player, while the last tricks are being played, fails to follow suit or win the trick, although he could have done so, he shall forfeit all scores made in the last eight tricks and give all the cards to his opponent.

PENUCHLE,

OR

PINOCLE.

RULES OF THE GAME.

The game of Penuchle can be played by two, three, or four persons, each playing for his own hand, or by two partners against two. It is played with the following forty-eight cards, selected from the pack:

Two nines of hearts,	Two queens of hearts,
" " spades,	" " spades,
" " clubs,	" " clubs,
" " diamonds,	" " diamonds,
" tens of hearts,	" kings of hearts,
" " spades,	" " spades,
" " clubs,	" " clubs,
" " diamonds,	" " diamonds,
" jacks of hearts,	" aces of hearts,
" " spades,	" " spades,
" " clubs,	" " clubs,
" " diamonds,	" " diamonds.

(48 cards.)

CUTTING FOR DEAL.

In cutting for deal the highest wins; ace being high, the other cards follow in their rank, thus: ten, king, queen, jack, and nine, which is the lowest.

TWO-HANDED GAME.

The dealer deals twelve cards to each player, four at a time, and then turns up the next card as the trump. The dealer's opponent plays first. The winner of the trick takes a card off the remaining cards of the deck

first, and his opponent follows in like manner; in this way the number of cards in each hand becomes twelve again, as at first.

The winner of the trick plays out first, and so on throughout until the remaining cards of the deck are all used up. After all the cards have been taken the players must follow suit, and when trumps are played must go over it, or win the trick if possible; if the player cannot take the trick he must play a smaller trump; if he has no trumps he can play any card he please. Whoever takes the last trick is entitled to ten points. 1000 points is the limit of the game.

VALUE OF THE CARDS.

There are 250 points in each hand, including the last trick.

Such as eight aces, which count 11 points apiece					.....	88
" " tens,		"	10	"	.....	80
" " kings,		"	4	"	.....	32
" " queens,		"	3	"	.....	24
" " jacks,		"	2	"	.....	16
						240
10 points for the last trick					.....	10
The limit of one hand					.....	250

Cards rank as follows: Ace, ten, king, queen, jack, and nine.

MELTING.*

If the dealer, after dealing the cards, turns up the nine, he is entitled to 10 points; if he turns up any card but the nine, the player who holds one of the nines of the same suit as the card turned up, after taking a trick can exchange that nine for the trump turned up, and is also entitled to 10 points. The holder of the other nine of trumps can lay it on the board, and is also entitled to 10 points.

All cards melted must be placed on the board, face upward, and left there until all the rest of the cards are picked up unless a player wishes to play them.

8 aces placed on the board at the same time count	1000
8 kings placed on the board at the same time count	800
8 queens placed on the board at the same time count	600
8 jacks placed on the board at the same time count	400
The five highest trumps, which are the ace, ten, king, queen, and jack, when placed on the board count	150

* From "*melden*" (German)—to announce or call out.

The king and queen of trumps can be placed on the board first, counting 40 points, and the three remaining trumps placed down afterward, counting 150 more.

4 aces, all of a different suit, count	.	.	.	. . 100
4 kings, " " "	.	.	.	. . 80
4 queens, " " "	.	.	.	. . 60
4 jacks, " " "	.	.	.	. . 40

A king and a queen of the same suit, excepting trumps, count 20; when it is trumps it counts 40 points.

Queen of spades and jack of diamonds count 40, and make Pinocle.

Two jacks of diamonds and two queens of spades placed on the board together count 300, and make Double Pinocle.

A player, after melting 40 Pinocle, cannot melt 300 by placing the other jack of diamonds and queen of spades on the board, as the two jacks of diamonds and the two queens of spades must be placed there together.

A player cannot melt until he takes a trick, and only *once* after taking such trick.

If a player has 920 points to his credit, and takes a trick, and then melts 80 kings, he is out.

If the dealer has 990 points to his credit, and turns up the nine, which entitles him to 10 points, he cannot call out, as he has not taken a trick.

A player can melt three twenties of different suits, and then lay down the other king or queen of a different suit, and melt 80 if it is the king, or 60 if it is the queen.

If both players should play on after they reach the required 1000 points, the first player who stops playing and claims out, wins. If both players should claim out together, and have the required amount to their credit, they would have to continue playing to 1250.

If there is a misdeal the dealer must deal the cards again.

If a player melts Pinocle and lays down the other 3 jacks of different suits, and different from the one on the board, he is entitled to 40 points, or if he melts 40 jacks and lays down the queen of spades before he plays the jack of diamonds from the board, he is entitled to 40 points.

A player can only melt once after taking a trick. When he takes a trick, and has in his hand the king or the queen of diamonds, and hearts is the trump, he lays them on the board and counts 20. He cannot melt anything else until he has taken another trick.

If a player melts 150 trumps, and has the other king or queen of trumps, he cannot place either on the board and melt.

But if he has the king and queen of trumps, besides those used to count the 150 trumps, he can count 40 more.

If a player melts 80 kings, and then mates them by placing a queen of the same suit as one of the kings, he counts 20 each time, unless it is trumps, when he counts 40, if he does not play any of the queens from the board; and when he has three queens of different suits, and places down another of a different suit from the above, he counts 60. He must take a trick between each melt.

The same rule applies to the kings when the queens are placed on the board.

If a player melts 100 aces and 40 trumps, and places the ten and jack on the board, he can melt 150 more, if he has not played any of the other 3 trumps off of the board.

If a player melts 40 jacks, and then lay down the other jack of diamonds and two queens of spades, he can melt 300 Pinocle; or if a player melts both queens of spades, and lays down the two jacks of diamonds, he can claim 300 Pinocle—that is if he has not played either of the queens off of the board.

If a player melts 150 trumps, and then lay down the other 3 aces, or the other 3 kings, or the other 3 queens, or the other 3 jacks, having them of four different suits, he can melt 100 for aces, 80 for kings, 60 for queens, or 40 for jacks, that is if he does not play any one of the four different suits from the board.

THREE-HANDED GAME.

The person who cuts the highest card deals.

The dealer gives the cards, four at a time, until all the cards are dealt, thereby giving each player 16 cards, and turns up the bottom card which is the trump. If the player who has first play has the nine of the same suit as the card turned, he has the privilege of exchanging it for the card turned up, and is also entitled to 10 points; if he does not have the nine, and the player who follows him has, the second player has the same privilege as the first, thereby giving the dealer the last chance; if the dealer has the two nines of the same suit as the card turned up, he picks up the trump card, and is entitled to 10 points for each nine, which are called Deaces.

MELTING. (THREE-HANDED.)

The players then melt their cards in the following manner:

If a player holds 4 aces all different, he is entitled to 100; if he holds the 4 highest trumps besides the 4 aces, he can melt 150 more trumps, as

It gives him the ace, king, queen, jack, and ten of trumps. If a player holds 4 kings, all different suits, or 4 queens, all different suits, he is entitled to 240 points, such as:

80 kings, 60 queens, 40 trumps, and three 20's, which make 240 in all.

A player, after melting 150 trumps cannot melt 40 trumps by placing a king or a queen of trumps to mate them; he must place both the king and the queen of trumps beside the ones used to melt the 150 trumps.

This rule also applies to kings, queens, and jacks.

All the cards melted are to be placed on the board.

If a player holds the jack of diamonds and queen of spades he is entitled to 40 points, which is called Pinocle; if he holds 2 jacks of diamonds and 2 queens of spades, he is entitled to 300 points, which is called Double Pinocle.

A player can place the 3 jacks of different suits, and different from the ones used in melting Pinocle on the board, which entitles him to 40 points more.

The same rule applies to queens, which entitles the player to 60 points.

If a player, after melting Pinocle, has the king of spades, and spades are trumps, he is entitled to 40 trumps; if not trumps, he is entitled to 20 points, which is called 20 spades.

If a player melts 80 kings, and then places a queen to mate, he is entitled to 20 points; if the queen is of the same suit as the trump, he is entitled to 40 points.

8 aces, 8 kings, 8 queens, 8 jacks, count the same as in the two-handed game.

4 aces, 4 kings, 4 queens, 4 jacks, all of different suits, count the same as in the two-handed game.

1000 points is the limit of the game.

There are 250 points in a hand. The last trick counts 10 points, the same as in two-handed.

Two queens of trumps and 2 kings of trumps count 80 points, 40 for each king and queen.

After the players have melted, each player counts his melt, and the game-keeper places it to the credit of each player.

If a player melts 40 trumps, the deace, 100 aces and 60 queens, he is entitled to 210 points.

Another player melts 80 kings, 20 hearts, and 40 jacks, he is entitled to 140 points.

The other player melts 150 trumps, 40 Pinocle and the deace, he is entitled to 200 points.

PLAYING. (THREE-HANDED.)

All the melting cards are taken off of the board by the players. The play begins by the player next to the dealer. If after the first card is played a player discovers he has melting cards in his hand that he has not melted, he can melt them and have the melt placed to his credit. If the second player has played, then he cannot melt them, as there are two cards played on the board.

The player who takes the trick plays the first card for the next trick.

The ace is the highest card and counts 11 points; the ten is next and counts 10 points; the king is next and counts 4 points; the queen is next and counts 3 points; the jack is next and counts 2 points; the nine is lowest and does not count.

When trumps are played the player must play over it if possible; for example, if spades are trumps, and the king of spades is led, if the second player has in his hand the ten or ace of trumps, he must play it on the king; if he has no trumps in his hand he can play any card he chooses.

The same rule applies to the third and last player, with the second player, as it does to the second player and the first player.

When a card of any other suit excepting trumps is played, a player is not compelled to go over it, but must follow suit if possible; if he can't follow suit, he must trump it; if he can neither follow suit nor trump it, he can play any card he chooses.

For example: if spades are trumps, and the jack of clubs is led, and the second player holds the nine, ace, and the other jack of clubs, he can play the nine on the jack played, thereby keeping the ace of clubs to play on higher cards, such as the king or ten.

The last player can play on the second player's card in the same way as the second player plays on the first player's card.

When a player plays a card of a different suit from the trump, and the second player cannot follow suit and has a trump in his hand, he must trump the first player's card; if the last player has not a card of the same suit as the card played by the first, and has a trump in his hand larger than the trump played by the second player, he is compelled to play it on the trick; if he has not a larger trump than the second player, and has a smaller trump in his hand, he must play the smaller trump; if he has no trumps nor a card of the same suit as the card played by the first player, he can play any card he chooses. The player who takes the trick has to play first for the next trick, and so on throughout the hand.

COUNTING. (THREE-HANDED.)

After all the cards are played, the players begin to count their points. The player who takes the last trick is entitled to 10 points. The player who played first at the first hand, deals the cards for the second hand of the game, thereby giving the player who played second at the first hand the privilege of exchanging the deace for the trump card turned up, thus securing each player the same privilege throughout the game. After each player counts his points, the game-keeper enters them to the credit of each player.

If a player, when nearing the end of the game, has 940 points to his credit, and melts 80, and does not take a trick during the course of the hand, he is not out, and will have to play another hand, as a player cannot call out until he takes a trick.

If a player has a high score, for example, 950 points to his credit, and on the next deal receives cards sufficient to melt out, he is obliged to win a trick before he can claim out; after winning the trick needed to secure his game, he is obliged to play his highest trump card, and follow in rank with the others, so as to equalize the chances of the remaining players.

If a player should obtain the required 1000 points before the other two players are out, the other two players will have to finish the game two-handed, according to the rules governing this game.

After a game is ended and the play is continued, the cards are dealt by the player following the dealer who dealt the cards last in the game.

FOUR-HANDED PINOCLE.

All hands cut for deal; the player who cuts the ace deals; if a tie occurs, the players who tie cut again.

The dealer deals each player twelve cards, four at a time, and turns up the bottom card, which is trumps. If it should be the nine, the dealer is entitled to 10 points. If it is any other card, and the first player has the nine of the same suit, he has the privilege of exchanging the same as in three-handed, and is entitled to 10 points. If the first player has not one of the nines which is called the Deace, and the second player has, he is entitled to the same privilege. If neither the first nor second player has either of the nines and the third player has, he is entitled to the same privilege. If neither player but the dealer has the nines, he is entitled to 20 points — 10 for each deace, and keeps the card turned up. All the cards melted are to be placed on the board, and counted the same as in three-handed. and the game-keeper puts each player's melt down to his credit.

No player is allowed to melt after the second card of the first trick is on the board.

1000 points is the limit of the game. The cards count the same as in the three-handed game. The melting also counts the same. The same rule, in regard to following suit and going over trumps, applies to four-handed as in the three-handed game.

The player who takes the last trick is entitled to 10 points. A player must take a trick, the same as in three-handed, before he can claim out.

A player is supposed to play his cards after he is out the same as in three-handed.

If one player should obtain the required 1000 points, the three remaining players play three-handed. The same rules govern them as in a three-handed game.

If another player should obtain the required 1000 points, and at the end of the hand the other two players have some points to go, the two players must finish the game two-handed under the rules governing the two-handed game.

When the players start another game, the cards are dealt by the player following the player who dealt the cards last in the previous game.

PLAYING PARTNERS.

A person deals the cards round, one at a time, face up, and whoever gets the first two aces are partners.

Then two of the players, one player of each side, cut for deal, under the same rule as in two-handed.

The partners should not follow each other.

The dealer gives twelve cards to each player, four at a time, and turns up the bottom card, which is trumps.

The partner game has the same rules as those of the three and four-handed in regard to deaces.

Each player places his melt on the board, and the partners count them together, and have them placed to their credit. Players have to follow suit, and go over in trumps the same as in a three-handed game.

1000 points is the limit of the game.

No cards can be melted after the second player plays a card on the board.

The cards and melts count the same as they do in three-handed.

One partner cannot loan the other partner any cards to assist him. A player cannot claim out until he has taken a trick. If a player should call out, and throw down his cards, and has not the required 1000 points,

he and his partner forfeit the game. If, when nearing the end of the game, one side has 60 points to go, and one of the partners takes the tricks, and the other partner calls out when he thinks they have enough points taken in to give them the required amount, and they count their tricks and find they have not the required amount, they forfeit the game.

If a player makes a misdeal, he must deal over again.

If two players, one on each side, should call out together, and both have the required 1000 points, or a few over, they must have a new deal, the deal going to the next from the last dealer, leaving each side count what they made in the interrupted hand, and playing 1250 points.

After all the cards are played the partners count their cards, and each side has its count placed to its credit.

If players from each side should call out together, and neither side have the required 1000 points, the cards should be dealt by the player following the player who dealt them last, and each side shall keep to their credit the amount of points they had at the time of calling out.

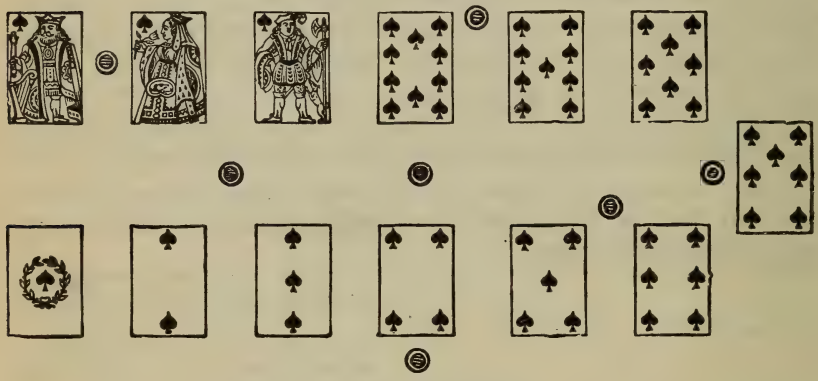
If one side is out, and the other partners want to play off two-handed, they play under the same rules that govern the two-handed game.

After the game is finished, and the players start another game, the cards are dealt by the player following the player who dealt the cards last in the preceding game.

FARO.

FARO is played on a table covered with green cloth. The dealer, who is called the Banker, sits at one side, and opposite to him one or more assistants. The game may be played by any number of persons.

THE LAY-OUT.



The Lay-Out has certain conventional divisions, called by players the Big Square; this is made up of the ace, deuce, king, and queen, and is sometimes designated as the First Square. The Second Square is the next four cards, the knave, ten, three, and four. The Third Square is the nine, seven, four, and five. The last three cards are called the Pot. In the Lay-Out, as represented, if a player were to place a check between the king and queen, it would be understood that he was betting on both king and queen. If he were to place it on the open space, exactly midway between the cards of the First Square, the bet would be made on all the four cards, king, ace, queen, and deuce. In the illustration, the check shows a bet on all the four cards, queen, jack, deuce, and trey. The check at the bottom of the four would embrace the cards to the right and left, as the trey and five. The check under the ten would embrace the ten and four. When a check is put direct on a card, it

means a bet on that card only. There are many variations as to the methods of placing checks indicating character of wagers, which differ according to locality.

Faro may be played with any number of people. As to betting, any of the cards are at the option of the bettor. He may take one or more as he pleases.

The banker before the play indicates the limit of his game. Generally there is a limit as to the bet and to the amount, and this varies as to the betting on one, or two, or three, or four cards by the same player. When the plain limit is spoken of, its meaning is that the bank allows the player to wager $100 on one single card, and $200 on other cards in combinations; another limit is as to the doubling of the money. Generally the banker limits this one-third of betting, and this limit is usually $100.

DEALING.

Cards are shuffled and cut by the dealer, who puts the pack face upward in a metal box, with a movable back to it, to which a spring is adjusted, and this always keeps by its pressure the upper card in the case. There is a slit in the box, which allows only the top card to be taken from it at a time. Say the card exposed is a king, then the betting begins, the players making their wagers by means of checks on the Lay-Out. The first card that comes out after the king is the banker's card. Bets are made on a king. It is the banker's card, and the wagers on the king he wins. This is called the first turn. Then bets are again made. Say after the king is drawn out, a four appears. The four is for the bank, and the card under it for the players. Thus the game goes on. The first card exposed is for the bank, the next one for the player. As the banker draws out the cards he puts them in two piles, the banker's cards being close to the box, the players' on the further side. Should two cards of the same denomination be shown, as two aces, two kings, two deuces, this is known as "a split," and is to the advantage of the bank, as one-half of the amount wagered is taken. Should the player wish to reserve the method of betting and wager on the card turned by the banker, this can be done. A peculiar kind of chip—sometimes a piece of metal, or a copper penny—is put on the chip, and it is then understood that the card turned for the banker is for the player. He bets then that the usual player's card will lose. When all but the last cards are drawn, a careful note of the drawing of the cards having been kept, there comes what is known as "calling the last turn." There are three cards left, and

wagers are made as to their places in drawing. Suppose a queen, a ten, and a four were the three cards in the box. These cards may come out in three different combinations. If they can be named, the player may get twice or four times his wager. It would be four to one if the cards were all different, but two to one if of the three cards left two of them are of the same denomination, as two fours and a single queen. When the three cards left are of this kind, the peculiar combination is known as "Cats."

While the game is being played printed cards are distributed, on which all the cards which have been drawn can be noted. Cautious bettors can thus prevent, after a certain number of cards have been drawn, the chances of the split,—because if three cards of the same denomination have appeared, there can only be one left. Three kings having been drawn, there can be no split in the final king. In addition to the cards given to players, the game is kept by means of what is known as a cue-box. This is modelled after the Lay-Out. There are wires strung out from the cards, on which buttons, as in a billiard count, can be moved. What cards are in or out can thus be seen at a glance.

FARO TERMS.

The Hock, is the last card in the dealing-box.

A Deal, means when the whole 52 cards have been played.

A Turn, is when the two cards are drawn, one for the bank, the other for the player.

Copper, is to bet on the banker's card.

Barring a bet, is when a player tells the banker, without moving his check, that for the turn, he remains off—not betting.

Last Call, this is when three cards remain in the box.

The Cat, or Cat Harpen, is when the last three cards are in the box, two cards being of the same denomination.

The Soda Card, is the first card shown in the box before the game begins, on which no bet is made.

LAWS OF FARO.

Whatever money, or the representative of it, placed on the Lay-Out, is paid in its exact equivalent, if the player wins, by the banker, and is taken by the banker if the player loses. The exception is when the player audibly informs the banker that the bet is barred. The bet is barred until the player informs the banker to the contrary.

The banker once having arranged the cards in two piles as he draws them from the box, must not shuffle or mix them.

The banker has the same privileges as the player. He may stop playing when he pleases and close the bank.

Dealers have by custom been the shufflers and cutters of the pack of cards used.

[In respect to shuffling and cutting the pack of cards used in Faro by the dealer who is interested, many exceptions have been taken. In all games of chance it is natural for the dealer to shuffle, but not to cut. Where square games of Faro are played, the right of cutting of the pack by one or more players is never withheld.—EDITORS.]

ODDS AT THE GAME OF FARO.

The chance of splits varies according to the number of similar cards remaining among those undealt.

The odds against the players increase with every turn dealt.

When twenty cards remain in hand, and the player's card but once in it, the banker's gain is 5 per cent.

When the player's card is twice in twenty, the banker's is about the 34th part of the stake.

When the player's card is thrice in twenty, the banker's gain is about 4 per cent.

When the player's card is four times in twenty, the banker's gain is nearly the 18th part of the stake.

When only eight cards remain, it is 5 to 3 in favor of the bank; when but six are left, it is 2 to 1; and when no more than four, it is 3 to 1.

TABLE OF ODDS AGAINST WINNING ANY NUMBER OF EVENTS SUCCESSIVELY.

Applicable to Faro, Rouge et Noir, or other Games of Chance.

That the player does not win his first stake is	an equal bet
That he does not win twice following, is.....	3 to 1
Three following times, is.....	7 to 1
Four ditto, is.....	15 to 1
Five ditto, is	31 to 1
Six ditto, is	63 to 1
Seven ditto, is.....	127 to 1
Eight ditto, is.	255 to 1
Nine ditto, is.....	511 to 1
Ten ditto, is	1023 to 1

A TABLE FOR FARO,

Whereby the several advantages of the banker, in whatever circumstances he may happen to be, are seen sufficiently near at the first view:

Number of Cards in the Stock.	*The Number of Times the Player's Card is contained in the Stock.*			
	1	2	3	4
52	**	**	**	50
50	**	94	65	48
48	48	90	62	46
46	46	86	60	44
44	44	82	57	42
42	42	78	54	40
40	40	74	52	38
38	38	70	49	36
36	36	66	46	34
34	34	62	44	32
32	32	58	41	30
30	30	54	38	28
28	28	50	36	26
26	26	46	33	24
24	24	42	30	22
22	22	38	28	20
20	20	34	25	18
18	18	30	22	16
16	16	26	20	14
14	14	22	17	12
12	12	18	14	10
10	10	14	12	8
8	8	11	9	6

USE OF THE FOREGOING TABLE.

I. To find the gain of the banker when there are thirty cards remaining in the stock, and the player's card twice in it: In the first column seek for the number answering to 30, the number of cards remaining in the stock; over against it, and under 2, at the head of the table, you will find 54, which shows that the banker's gain is the 54th part of the stake.

II. To find the gain of the banker when but ten cards are remaining in the stock, and the player's card thrice in it: Against 10, the number of

cards, in the first column, and under number 3, you will find 12, which denotes that the banker's gain is the 12th part of the stake.

III. To find the banker's profit when the player's cards remain twice in twenty-two: In the first column find 22, the number of cards; over against it, under figure 2, at the head of the table, you will find 38, which shows that the gain is one 38th part of the stake.

IV. To find the banker's gain when eight cards remain, and the player's card thrice among them: In the first column seek for 8, on a line with which, under the 3, stands the figure 9, denoting the profits to be 1-9th, or 2*s.* 4*d.* in the guinea.

Corollary 1. From the table, it appears that the fewer cards there are in the stock the greater is the gain of the banker.

Corollary 2. The least gain of the banker, under the same circumstance, is when the player's card is but twice in hand; the next greater when three times; still greater when but once, and the greatest of all when four times. The profit of the banker is 3 per cent. upon all the sums adventured, supposing the player to stop when only six cards remain; but with *hocly* it is full 5 per cent.

DOMINOES.

RULES GOVERNING THE VARIOUS GAMES.

THE dominoes are flat pieces of ivory, or bone, in the shape of a parallelogram, or double square, and mostly have ebony backs. They are twenty-eight in number. The face of each is divided into two compartments, each being either blank (*blanc*-white), or furnished with pips, or black dots, numbering from one to twelve. The pieces are called by their numbers:

Double-twelve, twelve-eleven, twelve-ten to twelve-blank.

Double-eleven, eleven-ten, eleven-nine to eleven-blank.

Double-ten, ten-nine, ten-eight to ten-blank.

Double-nine, nine-eight, nine-seven to nine-blank.

Double-eight, eight-seven, eight-six to eight-blank.

The doubles run to double-blank, which is the lowest domino. The double-ace suit is the lowest suit, consisting of two dominoes, double-ace and ace-blank.

Before playing, all pieces are laid on the table, face down, and shuffled.

The principal games played are Block, Draw, Muggins, Bingo, Rounce, Euchre, Bergen, Loo, Matadore, Cyprus, etc.

BLOCK.

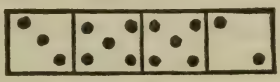
Seven pieces are drawn by each player. The one who has the highest double leads first, and afterward, the players lead in rotation. The next player matches one or other end of the piece laid down; or if several be down then the pips on one or other of the uncovered ends. If he cannot do this, he says so, and the other plays. When a player has played all his pieces before his opponent can get rid of his, he cries "Domino," and adds to his account the number of spots on the pieces in his opponent's hand. If, at any time, neither can play, the game is said to be "blocked"; the pieces left are exposed, face upward, and the player having the smallest number of spots on the pieces he has left, adds the number of those in his opponent's hand to his count. The score, unless otherwise agreed on, is one hundred; but the usual score among players is now set at fifty.

DRAW.

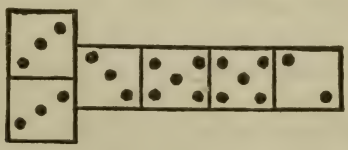
The only difference between the draw and the block game is, that in the former, when a party cannot play he draws from those on the table until he can find a piece to match. He may continue to draw after he has obtained the one wanted, but this is not considered courteous, though within the strict rule; and it is better to make a special agreement not to do it before beginning to play.

MUGGINS, OR FIVES.

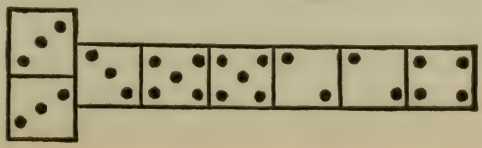
Five pieces are drawn by each player, the highest double leads first, and after the first hand the lead goes around in rotation to the left-hand player. If both parties forget who played last, it may be determined by drawing, the highest piece drawn winning the lead. After the first hand has been played the lead can be made with any piece chosen. If six-four or double-five be led it counts ten; if four-ace, trey-deuce, or five-blank, it counts five. In setting, the player who can set a piece that will make the two ends count five, or any multiple thereof, adds that number to his score. Thus: five-deuce being led, and five-trey being set to it, the trey at one end is added to the two at the other, and counts five to the one who led the five-trey.



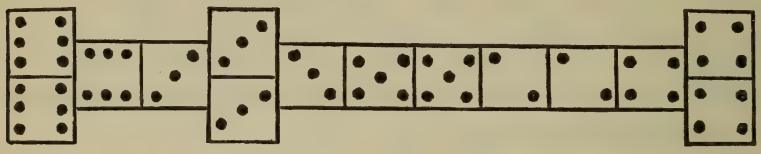
If six-trey or double-trey be now played it counts nothing, because the sum of the two ends is only eight, which is not a multiple of five; but



if four-deuce or double-deuce be now played, the one who plays it will count ten, for that is the sum of the ends.



We will suppose the game now goes on, and the six-trey is next added. The next player sets the double-six. Then, if the player next in turn sets four-trey it will count him fifteen, or if double-four, twenty. If one can-



not play in his turn he draws until he can; but, unlike the draw game, he must play when he has drawn one that will match. He who plays out first cries "Muggins," and, as in the block game, adds the spots in his opponent's hand to his score; and the same rule prevails in case of a block, as in the other game. But in counting up it is always by a multiple of five. Thus, if the loser has six, ten, or twelve in hand, the winner only counts five of them, whereas if he has eight, or thirteen, the winner would have counted ten, or fifteen, and so on for any number. If there be a deuce-blank, or ace-blank, or double-blank, or double-ace left, it counts nothing, while a trey-ace, double-deuce, or deuce-ace counts five. The score is two hundred when two play, or one hundred and fifty if three or more are in the game.

BINGO.

This is the king of Domino games, requiring a deal of skill and a good memory to play well. There are seven pieces taken by each player, only two playing. The points of the game are seven. The score in each hand is seventy, and the first party arriving at that, *and claiming it*, scores a point. Before commencing the lead is drawn for, and got by the lowest piece. After each has taken his seven pieces, the one who does not lead turns one of the remaining pieces, and the highest figure on that is trump, the blank counting as seven, and being, of course, higher than the six. As soon as a trick has been taken the winner draws a piece from those left, and then the loser one. This continues until all have been drawn, the turned up trump domino being taken by the one who has the last draw.

The elder hand plays. It is not necessary to follow suit, even where a trump is led, unless all the dominoes have been taken from the table. But, when all the dominoes have been drawn and are in the players' hands, a lead made must be followed, and if the opposite party cannot follow suit he must trump, if he has any in hand; and he is not allowed to throw away a poor domino not of suit. And, at any stage of the game, after a

player has taken one trick, if he thinks he can make seventy, he may turn down the trump domino. There is no more drawing after that, each party depending on the hand he holds, and suit must be followed or trumps played, precisely as though there were no dominoes left on the table.

Should a player turn down and not make seventy, his adversary scores two points; and if his opponent had made no trick before he turned down and he loses, the opponent scores three. Should he make his seventy after he turns down, or without turning down, he counts one; if before his opponent has made twenty, he counts two; if before his opponent has made two, he counts three.

A player having two doubles in his hand, when it is his turn to play, may lead one of them and call "Double," and this adds twenty to his score; if he have three doubles, "Triplet," and this adds forty; if four, "Double Doublet," and this adds fifty; if five, "King," and this adds sixty; if six, "Emperor," and this adds seventy, and so wins the point; if seven doubles, it is an "Invincible," and takes three points. But if a double be taken, or be played without announcing it as one of a doublet, or whatever it may be, its value is lost.

In counting, you reckon the doublets and triplets; the double of trumps, which always counts twenty-eight, the double dominoes and the trump dominoes by the number of their spots, the blanks being considered to have seven spots; the six-blank, double-five, and trey-blank always counting as ten, whether trumps or not; and the doublet, or triplet, of which Bingo is one, counting ten more than its natural value, if announced as Bingo when the doublet or triplet is claimed.

The Bingo is double-blank and is always highest, and takes any other piece, no matter what is trump. Its natural value in counting is fourteen, unless it is trump, when, like all double trumps, it counts as twenty-eight.

If the double of trumps be taken by Bingo, it scores a point for the party who takes it.

After the first hand has been played, the winner leads in the next hand.

THREE-HANDED BINGO.

This is played under the same rules as the two-handed game, but it is peculiar in this, that only two out of the three play at a time, one giving way to each hand. But the one not playing scores to himself the same points as the one who wins the hand. To give an example:

A, B, and C sit down to play. A does not play, but B and C do, and B makes one point. The score stands: A, 1; B, 1; C, 0. B now

gives way, A and C play, and C makes two points. The score now stands: A, 1; B, 3; C, 2—the two points won by C being carried to the score of the non-playing B. In the next hand C is out, and A and B play. B makes one point. The score now is: A, 1; B, 4; C, 3. A is now out, and B and C play. C makes three points. The score now stands: A, 4; B, 4; C, 6. B is now out, and A and C play. C makes one point, and goes out. The score now stands: A, 4; B, 5. A and B now play it through. A makes two points, and the score stands: A, 6; B, 5. A turns down the trump; but fails to make his seventy, and thus loses two, which puts B out.

FOUR-HANDED BINGO.

In this game all the dominoes are taken, and the one on the right of the leader turns up for trump, and plays that domino as one of his own when he wants it. Suit must be followed, or trump played in case of being out of suits, all the dominoes being in hand.

ROUNCE.

This may be played by two, three, or four. The value of the pieces range downward from six; doubles are the best of each suit, and trumps superior to the other suits. At the beginning the parties throw for position, and the one turning the highest piece is trump-holder for that hand. The dominoes having been now reshuffled, each player draws five, and the player at the right of the trump-holder turns a piece for trump. The highest number is the trump for that hand. When two or three play there are two dummies on the board, of six pieces each, and when four play, one dummy of seven pieces. The player to the left can now either discard his pieces and take a dummy, or pass. If he takes a dummy he must discard, so as to leave only five pieces in his hand. The next can take a dummy, and so on until exhausted. If any pass, the next hand has the privilege of the dummy left. The trump-holder, when it comes to his turn, may discard a single piece and take in the trump domino; or, he may discard all and take up the dummy, in which case he leaves the trump on the table. The trump-holding passes to the left in succession after the first hand. The score is fifteen, and as the game goes on each player wipes out one for every trick he holds. If a player fails to take a trick he is sent back five points and is said to be "Rounced." Each player must follow suit, and if he has a trump in hand must lead it after he takes a trick. But if a player cannot follow suit, he is not obliged to trump it.

EUCHRE.

This is played by four players. He who draws the highest piece obtains the lead, and the leader has the right (the dominoes having been re-shuffled) to draw the trump. Each party draws five dominoes. The double of trumps is Right Bower, the next lowest double is Left Bower. The value of pieces after that depends upon the spots, following the trumps. Thus, if six be trump, double-six is Right Bower, double-five is Left Bower, six-five next, six-four next, and so on down. But if blank be trump, then double-blank is Right Bower, double-six is Left Bower, blank-six next, blank-five next, and so on down. In the lay suits the value goes from the doubles down, thus: Double-ace, ace-six, ace-five, and so on. The left-hand player may now "pass" or "order it up." If he does not feel confident of making three tricks, he passes. Then the dealer's partner may pass it; or, if he have strength enough, with the aid of the exposed trump, to take three tricks, he may "assist," which is a direction to his partner to take it up. If taken up in any way, the party discards one from his hand, and the piece on the table belongs to him, and he takes it up and plays it when he needs it. If his partner passes, it goes to the third hand, who may order it up or pass. If he too passes then the dealer may "take it up" and discard one piece for it. Or he may decline to take it up and throw down the trump. The eldest hand has now the privilege to make a new trump. If he decline he passes it to the next, and so on round to the dealer. If the dealer declines, he "bunches"—turns his pieces face down on the table, the rest to do the same; the dominoes are shuffled, and the deal passes on to the next. But the lead follows the responsibility, and whoever orders up, takes up, or assists, always leads. When the lead is made, the one who takes the tricks leads, and so on through. The score is five. A party who takes it up, orders up, assists, or makes a trump, must take three tricks, which counts his side one, or if not, he is euchred, and the opposite side counts two on its score.

If his side takes all the tricks, it is a "march," and counts two. If any one has a hand strong enough, he may "go it alone," that is, play it without assistance of his partner, who puts down his hand; in which case, if he takes five tricks, he counts four. But he can only do this when he orders up, takes up, or assists. It involves personal responsibility. Hence, when a player "assists," his partner cannot "go it alone." Besides, the knowledge thus gained of the weakness of his opponents would give him an unfair advantage. In playing, parties must follow suit if

they have it; but they are not obliged to trump when they cannot follow suit.

TWO-HANDED EUCHRE.

The game may be played by two or three, with the same rules, but either is an inferior game.

BERGEN.

Two, three, or four may play at this, each drawing six, and the lowest double leads. This is a "double-header" for the leader. After the first lead, the players lead in turn from left to right. If no one has a double when it is his turn to lead, he plays the lowest piece he has. The object is for each player to set down a piece that will make both extremities of the line the same and give him a double-header, or triple-header. Thus, if six-three, three-four, four-five, and five-ace be down in a line, and A, whose turn it is to play, has six-ace, he can lay it at either end, and thus have the line terminated with aces or sixes, in either case a double-header. If, however, B, who plays next, has a double of the same kind, and plays it at either end, it makes a triple-header. If a player be not able to match from his hand, he draws from the pack. If he can now play he does so: if not, the next plays, or, unable to do so, draws. The one who gets out first wins the hand. If it be blocked the lowest count wins, unless it contains a double, and his opponent has none, in which case the lowest of those without doubles win. If all have doubles, the one with the least double wins. When one holds two doubles, though they be the double-ace and double-blank, and his opponent holds but one double, though it be the double-six, the latter wins. The score is fifteen when two play, and ten when three or four. A won hand counts one; a double-header, two; a triple-header, three. But when the score is ten, and either party is seven, a triple-header only counts two, and, if eight, neither double-header nor triple-header counts them more than one. When the score is fifteen, and either party is twelve, the triple-header will count them but two, and if thirteen, neither double-header nor triple-header counts more than one.

VINGT-UN.

In this the deuce-blank, six-four, and spotted doubles count ten, and the all-blank, deuce-trey, trey-four, and five-six count either one or eleven, as a player elects. Each player puts up his stake, except the banker. The banker first draws two dominoes, the pack having been well shuffled, and then each draw two in turn—the banker turning up one domino, which is called the "burnt-piece." The players now examine their hands, and the banker his. If the banker has a "natural," that is, if he

have a ten, and either of the pieces that count eleven, he shows it, and receives from each player double the amount of his stake, except where the player can show a natural, when neither of those two take from the other. In the same way any or every player who has a natural shows it at once, and gets double stakes from the banker, unless the banker, too, has a natural, when it stands off. The dominoes are reshuffled and the players draw again. If a natural be shown by a player, and not by the banker, he becomes banker in turn, unless two or more show naturals, when the elder hand becomes banker. If no naturals are taken on the draw, the elder hand considers his play. If he is content to play at that, he says "content," and waits the show. If not, he takes one from the pack, or more, until he gets twenty-one, or as many pips as he desires. If he draw so many that it counts over twenty-one, he throws up his pieces when the show comes—having over-drawn, and loses his stake. After all have drawn the banker does so, or stands, as he chooses. If he over-draws, he pays each the amount of his stake, except those who have over-drawn. If he stands, he says, "I stand." The players show the faces of their pieces, and the banker the same. Those who have more pips in their hand than the dealer, receive the amount of their stake from the bank, and those who have less, pay the bank. The pieces are reshuffled, and the game goes on.

POKER, OR BLUFF.

The double-ace and all the blanks are discarded, leaving twenty pieces. The relative strength of hands is as follows:

1. AN INVINCIBLE—Five doubles, or four doubles and a six, which beats everything.
2. A STRAIGHT SIX—A sequence of sixes.
3. FOURS—Four doubles.
4. A STRAIGHT FIVE—A sequence of fives.
5. FULL—Three doubles, and two of any number; as the double of deuce, trey, and six, with a four-deuce and four-five.
6. A STRAIGHT FOUR—A sequence of fours.
7. THREES—Three doubles.
8. A FLUSH—Five of a number not in sequence, as five-ace, five-deuce, five-four, five-six, and double-five.
9. A PAIR—Two doubles.
10. The highest leading dominoes: Thus, a hand led by a six would outrank a hand led by a five. But a double to lead makes the hand outrank any hand of lay pieces. A hand led by a double-ace, for instance, would beat a hand led by six-five.

The pieces are shuffled, one piece is drawn by each player for deal—the highest piece winning, doubles being always higher than lay pieces. The pack being reshuffled, five pieces are drawn by each. An ante, or stake, as may be agreed on, is put up by each player in the "pot." The elder hand next the dealer examines his pieces. If his hand be indifferent, or he thinks he can excite the courage to bet of those who have a worse hand, he "passes," and it is the turn of the next in hand to determine what he will do. If, on the contrary, he thinks his hand justifies it, he bets a certain sum of money, and puts the amount in the pot, or pool. The next player can pass out, or "see it," that is, take the bet, or raise the bet higher. It thus goes round to the dealer. If the dealer bets higher, or any one else, it must be met, until the bets are even, when the last player calls for a sight of the cards, and the bet is determined. Should they all pass, there is a new deal by the elder hand, the stakes remaining on the board, and everybody "antes" as before. This is called "a double-header." To illustrate by example: D is the dealer. They all draw. A leads, and bets a quarter, which is the same as the ante. B says, "I'll see it," and puts down a quarter. C says, "I'll go a half better," and puts down seventy-five cents. D sees it, and puts down his seventy-five cents. A then, not being confident that his hand is strong enough, having neither pair nor sequence, passes out. B has a better hand, having a full—that is, double-five, double-six, and double-four, ace-three, and deuce-three, and believing this to be the best hand out, sees it, and goes a half better, putting down a dollar. C, having a straight-six, sees the last bet, and goes a dollar better. D, having only a pair, passes out, being content to lose what he has put in rather than risk the loss of more. B, confident in the strength of his full, puts down a dollar, and says, "I see it, and call you." This "call" is a demand for a show of hands. C shows his hand, which, being a straight-six, and outranking a full, he takes all the money.

When there is no limit to the betting, the player with the most nerve and money may sometimes bet so high on a weak hand as to shake the confidence of his opponents, and make them abandon their hands. This is called "bluffing."

A "blind" is a bet made before any one has seen their dominoes, and is only the privilege of one to the right of the elder hand, nominally the dealer. In case he makes a blind the next may double it, the next straddle, the next double the straddle. But any player may pass the blind. If it be doubled, he must pass out unless he straddles. If, however, it be not doubled, any player may put as much in as the blind, and call it. If, however, any player, on looking at his hand, determines to "see" the

blind, he can do so by making the blind good—that is, depositing in the pool the amount of the blind. The one who made the blind, in case it is doubled, straddled, and double-straddled, must raise his bet to the amount of the last double-straddle in order to come in. In seeing the blind, a man can go it better—that is, bet higher to any amount he pleases.

QUINZE.

This is a game for two players; three may play. The deal is decided by drawing the highest domino. The non-dealer, or eldest hand, shuffles the dominoes; the dealer then arranges them in single file; the youngest hand, if three are playing; if not, the non-dealer, cuts them (as at *Vingt-et-un*) by removing a number of dominoes from either end to the other. The dealer then gives one to his adversaries and one to himself. He asks if each are "content." If not, he deals one more round, and takes one, if he thinks proper, himself. This is repeated until all are "content." The dominoes are shown, and those at fifteen, or nearest to it, but below it, win. Those who are "burnt," *i. e.*, draw above fifteen, forfeit a single stake to the pool; if all the players are burnt, the game is drawn, and fresh stakes are put into the pool, to be decided by the next game. The best dominoes to draw first time are 6, 7, 8, or 9. The latter is particularly good. If two dominoes make nine, always demand a third. At ten the ground becomes dangerous, and at eleven it is better to stand than draw. If you hold either double-six or six-five at first be "content," and stand. The game is simply one of chance, and is a fair substitute for two players for *Vingt-et-un*.

SEBASTOPOL.

This game is played with a whole set of dominoes, which are equally divided amongst the four players. The pool is formed by an equal contribution from each player.

The pose or lead is taken by the person holding the double-six, and the game then goes round in the ordinary way, each player playing a six, which is placed at right angles with the double-six, so as to form four ends to play to instead of two. After the cross is made and those not able to play a six lose their turn, the players may place their dominoes at whichever corner they fancy, and whichever suits their hand the best. The one who has the last domino, or who has the greatest number of dots, pays forfeit. The one who is first out takes three parts of the pool, the other two receive back their stakes, the forfeit being equal to the stake of one player.

The peculiar appearance which this game presents is shown in the zig-zag and eccentric form which the ground plan of a fortress presents.

The principal points to be observed in play are :—1. To play the doubles at the earliest opportunity, which should be placed crosswise. 2. To watch every corner with a view of getting out the heavier dominoes. It is rather a rough-and-ready game than a scientific one. It wants a quick eye rather than calculation.

MALAKOFF.

In the restricted game which I have termed the "Malakoff" an element of uncertainty is introduced by three dominoes being left on the table; six dominoes only being taken by each player. The double-six is laid down irrespective of any one's hand, and each player must play a six to it or lose his turn. The one who plays the heaviest domino is the elder hand; and the game then proceeds in the usual way, playing, as in the previous game, to each corner, according to fancy. This game requires more consideration than when all the dominoes are out, and it is, perhaps, the original game, which we know by the name of Sebastopol.

With respect to the pool, the player last out, or who has the greatest number of pips, pays forfeit, and the one first out takes it; but it is best to play five games, and let the one who wins the greater number of games take the stakes.

TIDLEY-WINK.

This is one of the best round games of dominoes. Four, six, or eight persons can play with a set of double-sixes. If a larger party than eight wish to play, then double-nines must be used.

Each player draws three dominoes at starting, and the one who has the highest double leads. The mode of procedure is this: Each player takes the three dominoes and holds them in his hand; the double-six or double-nine is called for; if no response, the next highest double, and then the game commences in earnest; the left-hand player plays next, and so on round the table, he mentioning the numbers played. Thus, five-four, six-one, and so on; for, whatever the domino played, it must be played to. The player who cannot go loses his turn. The marked difference between Tidley-wink and other games of dominoes is this: that every person who plays a double has a right of playing to it if he can do so. Thus, the one who has the highest double, say double-six, can play again to it if he has another six in his hand. The like privilege is accorded to every person who has a double. The one who first plays out all his dominoes calls "Tidley-wink," and claims the pool.

SPECULATION.

An excellent round game may be played with dominoes and counters thus: Three dominoes are given to each player by the dealer, who is first chosen by drawing the highest double; or, in default of a double being drawn, the highest domino from the table. The pool is formed by each player placing a counter, as his stake, to the high pool, and the dealer pays three counters to the low pool. The winning domino is the highest of the numbers of the fourth domino turned up by the dealer. If it is a double, the holder takes both pools; if it is not a double, then the highest domino of each number takes the high and low pool respectively. Thus, if there is a large party, a box of double-nines must be used; and if the domino turned up is nine-eight, the double-nine and double-eight are the winning dominoes; but if neither are out, the holder takes the high pool, and the holder of eight-blank, or the lowest eight, the low pool. If, however, the turn-up is eight-blank, the double-blank would take the low pool, and the double-eight the high pool—the lowest denomination of the low number and the highest domino of the larger number being the winner. The mode of play is similar to the game of Speculation at cards; the holder, either by purchase or otherwise, of the turn-up, is the eldest hand, and his left-hand player turns up one of his or her dominoes. If it has a higher or lower number than the turn-up, it is purchasable, and becomes a matter of speculation. If not, the next player proceeds to show one domino, and so on, one domino at a time, until the winners are determined. Some fun is made out of the purchase of various dominoes; and it should be remembered that the purchaser of the best domino out becomes the eldest hand, and the next eldest goes on with the play. Doubles usually forfeit one to the low pool.

A simpler form of Speculation is to have no low pool whatever, and simply play for the highest domino out. In this case the holder of double-nine or double-six is the winner, according to the dominoes played with; and nine-blank or six-blank holds the winning place over double-eight or double-five, as the case may be.

TERMS USED IN DOMINOES.

BLOCK GAME.

Block.—An impossibility for either party while yet having pieces in hand to play.

DOMINO.—The word to announce the playing of the last piece in hand.

DRAW GAME.

DRAW.—To take sufficient pieces to enable the player to match one exposed end.

MUGGINS.

FORFEIT.—The loss of any amount made in playing from failure to demand it.

FIVE.—The five and blank, four and ace, or trey and deuce at separate ends, or the five-blank, four-ace, or trey-deuce led.

TEN.—The double-five and blank, five and five, or six and four at each end, or the double-five or six-four led.

FIFTEEN.—The five and double-five, or the double-six and three at separate ends.

TWENTY.—The double-six at one end, and the double-four at the other.

MUGGINS.—The word to announce the playing of the last piece in hand.

BINGO.

BINGO.—Double-blank.

BINGO.—The word to announce the possession of the double-blank.

DOUBLE.—Two doubles in one hand.

DOUBLE-DOUBLET.—Four doubles in one hand.

EMPEROR.—Six doubles in one hand.

INVINCIBLE.—Seven doubles in one hand.

FORFEIT.—The addition of a point to your score for improper conduct on the part of your opponent.

KING.—Five doubles in one hand.

TRIPLET.—Three doubles in one hand.

EUCHRE.

ADOPT.—To exchange the trump-piece for an inferior one, by the dealer, after every one has passed.

ALONE.—To play without your partner, when you have a hand that will probably take five tricks.

ASSIST.—To order your partner to take up the trump, and discard some other piece.

BOWERS.—The double of trumps, and the next double below.

BRIDGE.—When one side has four, and the other one or two.

CALL.—The right to demand the play of an exposed piece.

CROSS THE SUIT.—To make a trump not of the next below the suit turned down.

DEALER.—The one who turns up the trump.

DISCARD.—Putting a piece back in the pack when the trump card is adopted.

DUTCHING IT.—To make your trump of the suit next below the one turned down.

ELDER HAND.—The one to the left of dealer.

EUCHRE.—The failure of one who orders up, takes up, assists, or makes a trump, to secure three tricks.

FINESSE.—When a player who holds the best and third best trump, plays the latter first, on the risk that his partner holds the second best, and his opponents do not.

FORCE.—To lead a suit in which your opponents are deficient, in order to make them put a trump on it, or lose the trick.

FORFEIT.—The amount scored for information against the party, or for a revoke.

GO IT ALONE.—To play it alone.

GUARDED.—Having a strong piece behind your trumps.

LEFT BOWER.—The double next below the double of trumps.

LEFT BOWER GUARDED.—The left bower protected by another trump, or a commanding lay piece.

LONE HAND.—A hand that is so strong as to probably take five tricks if played alone.

LONE PLAYER.—The one who plays without his partner's aid.

MAKING A POINT.—Where the party taking up, ordering up, assisting, or making a trump, wins three tricks.

MAKING A TRUMP.—Naming a new trump when the dealer has turned the trump down.

MARCH.—All the tricks made by one side.

NEXT IN SUIT.—The same as dutching it.

ODD TRICK.—The third trick won by a side.

ORDERING UP.—Requiring your opponent to play the trump as turned up.

PASS.—To decline to exercise the privilege of taking up, ordering up, or assisting.

PASS AGAIN.—To decline to make a trump.

PLAY ALONE.—To play one's hand without one's partner.

RANK.—The pieces rank from the highest double down through the next highest double, to the lowest piece in trumps, and from the highest double down in the lay suits.

RESPONSIBLE PARTY.—The one who takes it up, orders up, assists, or makes a trump.

RIGHT BOWER.—The double of trumps.

RIGHT BOWER FOLLOWED.—The double of trumps, accompanied by another trump.

RUFF.—To trump a lay suit.

TAKING IT UP.—The assuming the trump by the dealer, and discarding another piece in exchange for it, after all passed.

TENACE.—When the player holds the best and third best of the pieces out.

TURN-DOWN.—The trump-piece turned down.

UNDER PLAY.—To follow suit with a low card, when you have one in hand higher than your opponent's.

BERGEN.

DOUBLE-HEADER.—A double played out at first, or each of the two extremities of the line of pieces having the same number of pips.

TRIPLE-HEADER.—A double at one end of the line of pieces played, and the same suit at the other.

VINGT-UN.

BANK.—The stakes put up.

BANKER.—The one against whom the rest play.

BURNT-PIECE.—The piece turned up.

DEALER.—The banker.

NATURAL.—Twenty-one drawn in two pieces.

STANDING.—Remaining content with a hand drawn.

ROUNCE.

DUMMY.—The reserved set of pieces.

ROUNCED.—Left without a trick.

TRUMP-HOLDER.—The one who draws the highest trump at the beginning of a round.

POKER.

ANTE.—The stake of each player placed in the pot at the beginning of the game.

ANTE UP.—To place the stake in the pot.

BLIND.—A bet made by the dealer before the pieces are drawn.

BLUFFING.—Betting high on a poor hand.

CALL.—To demand a show of hands.

CHIP.—To bet.

CHIPS.—Counters representing the stakes.

DOUBLE-HEADER.—A double pot—the stakes of two rounds.
FLUSH.—Five of suit not in sequence.
FOURS.—Four doubles.
FULL.—Three doubles and a pair of lay-pieces.
GOING IT BETTER.—Betting higher than your opponent.
GOING IT BLIND.—Making a blind.
INVINCIBLE.—Five doubles, or four doubles and a six.
LAY PIECE.—Any piece except a double.
PAIR.—Two doubles; but when part of a full, two of any suit.
PASS.—To decline to bet.
PILE.—All the money of a player.
POOL.—The stakes.
POT.—The stakes first put up.
SEE.—To accept a bet.
SHOW.—The display of a hand, or hands.
SIGHT.—The right of a player making the first bet, when his opponent bets too high for him, and when he has put up all his pile, to call for a show of the hand.
STRADDLE.—To double a blind.
STRAIGHT.—A sequence of five of the same suit.
TRIPLE-HEADER.—A threefold pot.

MISCELLANEOUS.

COUNT.—The amount of gains at any stage of a game.
COUNT.—To reckon the game.
DEALER.—The one to the right of the leader, in general, though, in dominoes, no one really deals.
DECLINE SUIT.—To be unable to play the suit led by your opponent.
DOUBLE.—A piece having on it two sets of pips of the same kind.
DRAW.—To take the number of pieces to which a player is entitled.
FACED PIECE.—A piece with its face exposed in shuffling or drawing.
FOLLOW SUIT.—To play the same suit as that led by your opponent.
GAME.—When a party makes his required points before his opponent.
HAND.—The pieces drawn by each player.
HEAD.—The best piece in hand.
INFORMATION.—Unlawful indication to your partner how to play.
LAY-PIECE.—Any piece except trump.
LAY-SUIT.—Any suit not trump.
LEAD.—The first piece played.
LEADER.—The one whose turn it is to play first.
MATCH.—To play a piece with the same suit as the one to be played to.

MAKING GAME.—Counting the game.

MISDRAW.—Under-drawing, or over-drawing, the number of pieces to which a player is entitled.

NUMERICAL PIECES.—Those not doubles.

PACK.—All the dominoes used in a game.

PARTNER.—The one joined with you in playing against an opponent

PIPS.—The spots on the pieces.

POINT.—One of the amount required for the game.

POOL.—The stakes.

REVOKE.—Playing the wrong suit.

ROUND.—All the pieces in a trick.

RUBBER.—The best two in three games.

RUFF.—To trump a lay suit.

SAY.—The turn of a player to pass, play, or do any particular thing.

SCORE.—The amount required for the game; also, the amount gained by each player.

SHUFFLE.—To mix the pieces face down.

SPOTS.—Marks on the dominoes.

SUIT.—Each separate set of pieces of any one number of pips

THROWING UP.—Abandoning one's hand.

TRUMP.—The commanding suit.

TRUMP-PIECE.—The piece turned up for trump.

TURN-DOWN.—To reverse an exposed piece.

TURN-UP.—The trump-piece.

RULES.

BLOCK.

RULE 1.—Where it is in doubt whose turn it is to lead the players draw, and the highest double leads.

RULE 2.—Where a misplay has been made, and not discovered before three subsequent pieces have been played, it cannot be corrected.

RULE 3.—A party having four of a suit, should lead off with the odd piece, not of the prevailing suit.

DRAW.

RULE 1.—A party who draws when he can match, if he be discovered, forfeits the count.

RULE 2.—A party, not having the piece to match an exposed end, can draw all the pieces on the table, unless otherwise agreed on.

MUGGINS.

RULE 1.—When a party in lead has five-blank and four-ace, or trey-deuce, never lead the five-blank, as it gives an opportunity for your opponent, in case he has the double-five, to make ten to your five. *Exception:* When you have also the double-blank, for in that case you follow his ten by making another.

RULE 2.—Never lead a double-six after the first lead, unless you hold the six-trey in your own hand.

RULE 3.—You cannot draw on after you have obtained a piece that will match, unless you are a scamp.

RULE 4.—Always make a block, if possible, when your pieces in hand have few spots, and there are as many pieces as yours on the table, which your opponent must draw. This you can determine, however, by examining the pieces on the table, which, with an inspection of those in your hand, will tell you the number of points on the rest.

RULE 5.—If anything be made by a set, it is lost if not claimed before the next player has matched.

BINGO.

RULE 1.—Avoid playing a piece which leaves in your hand but one ten, lest you have to lose it to an eleven.

RULE 2.—The blank-four and six-five are elevens when blank, six, five or four are trumps, though they count nothing, and take the six-four, double-five, and trey-blank respectively. The six-five, when either six or five is trumps, takes the six-four, when it can be played on it, and the blank-four, when blank is trump, takes either of the others.

RULE 3.—When certain of sixty, turn down the trump as quickly as possible.

RULE 4.—Keep your opponent's score in your mind as well as your own.

RULE 5.—Keep a single double in your hand as long as possible, so that if you draw another from the pack you may call a doublet.

RULE 6.—You cannot call your doubles until it is your turn to play.

RULE 7.—You cannot turn down until you have a trick in hand.

ROUNCE.

RULE 1.—If a player can follow suit it is imperative, but he is not obliged to trump.

EUCHRE.

RULE 1.—You can only play it alone when you take it up, order up, assist, or go it alone.

RULE 2.—When the elder hand passes, and his partner offers to go it alone, he must put his pieces down and go out.

RULE 3.—You must never expose the faces of your pieces when your partner goes it alone.

RULE 4.—A player going it alone must announce his intention in plain words—such as, "I play alone," or, "Alone," or, "I go it," or, "I try it."

RULE 5.—A euchre on a lone player only counts two, as any other euchre.

RULE 6.—Never order up unless you are quite sure you can take three tricks.

RULE 7.—When you are at the bridge, your opponents having one or two, order it up whether you have trump or not, unless you have a trump to *certainly* make one trick.

RULE 8.—If your right-hand opponent plays a piece out of turn, or show its face, you can call on him to lead it when his turn comes, and that suit is required by you, whether he like to do it or not; and should he refuse, you add two to your score.

RULE 9.—Should your partner pass, or turn down, and it comes to you to make a trump, you do it in any suit except the one not lower in number than that turned down. The only exception is when you have three tricks certain in the objectionable suit.

RULE 10.—When you make a trump after your opponent turns down, you fix on the next lowest, unless you have a commanding hand in another.

RULE 11.—In case of a misdraw by your opponent, you can have a new shuffle and draw if you demand it; but you do not thereby lose your deal; nor if the misdraw be by yourself or partner, do you lose the deal. But, if the pieces have not been examined, he may discard the superfluous ones.

RULE 12.—The dealer can demand a new shuffle and draw if an opponent shows a piece before he looks at his own pieces.

RULE 13.—You must always discard your piece with the face down.

RULE 14.—Discard so as to give yourself a chance to trump. Thus, if sixes should be trumps, and you have turned up the double-six, and have the double-five and six-ace as your trumps, and double-four, ace-deuce, and ace-five as your lay pieces, discard the double-four, as it gives you a chance to trump fours with your weak trump.

RULE 15.—If the eldest hand plays before the discarded piece has left the hand, the dealer may substitute another piece, the discard not being complete until the piece is on the table.

RULE 16.—The penalty for indicating to your partner how to play is the addition of one point to your opponent's score. But your partner may ask you to draw the last piece you played before the trick is taken up, or inquire what is trumps.

RULE 17.—A player making the trump cannot change the suit after having once made it.

RULE 18.—A player making the trump, who names by mistake or otherwise the suit already turned down, passes his right to make a trump to the next in hand.

RULE 19.—When a player revokes, his opponents add two to their score.

RULE 20.—A revoke is incomplete until the next play is made.

RULE 21.—A revoke may be corrected, but the piece exposed can be called like any other exposed piece; and if the revoker's partner have played his piece it is in the condition of an exposed piece, but the one played by his opponent is not.

RULE 22.—When a revoke is claimed, if the revoker, or his partner, throw up their pieces, it is a confession of the revoke.

RULE 23.—If the revoke is on both sides, there is no forfeit, but a new deal.

RULE 24.—A revoke is not to be claimed after a new deal has been turned up for.

RULE 25.—The trump-piece must remain on the table until required for play.

BERGEN.

RULE 1.—One only can be drawn at a time from the pack, before the opponent has a chance to play or draw.

RULE 2.—Retain the doubles in hand as long as possible for triple-headers.

VINGT-UN.

RULE 1.—The position of banker is first held by the one who draws the highest piece—but a double is always higher than a lay-piece—double-blank in the draw beating six-five.

RULE 2.—The two pieces first drawn must remain face down until proclaimed, but the cards drawn afterward are drawn face up.

RULE 3.—All bets are made before the pieces are drawn.

RULE 4.—A misdraw can be corrected after the pieces have been examined, and the player loses.

RULE 5.—A player having drawn two of a kind, may draw to each, but he pays, or receives a single stake on each, having thus two hands.

RULE 6.—The holder of a natural wins the next deal. If there be two naturals, the elder hand wins. But the banker continues until the pack is exhausted, and after, if it be necessary, until the hands are full.

RULE 7.—The player who over-draws must at once say so, and pay up.

RULE 8.—Ties stand off.

RULE 9.—After a stake has been put up it cannot be withdrawn.

POKER.

RULE 1.—Any player can see the blind, and run over it in his turn.

RULE 2.—The eldest hand only has the privilege of a blind, and can not pass the right to another.

MISCELLANEOUS.

RULE 1.—The act or misconduct of one partner binds another.

RULE 2.—Every player has a right to a shuffle in turn if he chooses.

DOMINO LOO.

The players play as at Loo, the hand consisting of five pieces. The dealer turns up trumps. Unless a double is turned, the end having the greatest number of pips makes the trump suit. The pieces rank: Trump suit, which takes other suits; six suit; five suit, etc., down to blank suit. The double is the highest piece of each suit. The domino with the largest number of pips at its non-suit end takes pieces of the same suit with a smaller number. The leader to each trick announces suit when he leads. For instance, if he leads 5-4 and announces 5-4, five is the suit; while if he announces 4-5, four is the suit. If a trump is led the trump suit must be called.

The leader plays and his adversary plays to it, the two dominoes constituting a trick. The winner of the trick then leads.

The rules of play: If you have two trumps in hand, lead one, or, if not, any piece; after winning a trick, if you are able, lead a trump; if able, follow suit. A player is not forced to win a trick if he can legitimately play a losing piece. If a player is dissatisfied with his hand, he can discard it and take six new dominoes. He can, if he wishes to, discard one piece, making his hand five pieces. The dealer can exchange a piece for the turn-up or he can discard his hand, but he cannot do both.

A trick scores a point, and fifteen points constitute a game. A player is looed if he does not take any of the five tricks, and is set back five points.

The game can be played by three or four players. With three in the game, there are two misses, of six pieces each, allowed. With four playing there is but one miss of seven pieces, two being discarded. The score may be arranged as for two players. The better plan is to form a pool. If played with a pool, each hand is a complete game. Each player contributes to a pool that is divisible by five, the dealer putting in double the sum added by the other players. Each player gets one-fifth the amount of the pool for each trick. If a player fails to take a trick, he is looed and must put into the next pool the amount of the last pool. Into the new pool the dealer puts half the sum he placed in the last pool, while the other players add nothing. To prevent the accumulation of large pools, no player can be looed for more than twenty with three players and twenty-five with four.

Each player has the right to pass without taking a miss, in which case he loses the sum he contributed to the pool, and cannot be looed. He must declare his intention. If all pass but one and the dealer also wishes to pass, or if no miss remains, he must play his hand for the pool. All tricks he wins in this case go to the pool and he cannot be looed. He must declare his purpose or he will be considered as playing for himself. If all pass to the dealer he takes the pool.

MATADORE.

In this game there are four pieces, called Matadores—the Double-Blank, Six-One, Five-Two, and Four-Three. In the game each takes three pieces and the leader poses. His adversary must match with a piece containing the complement of seven at one end of the pieces posed. In other words, he must play Six to One, Five to Two, or Four to Three. Doubles count only the number of pips at one end.

The Matadores may be played to any number posed with either end to either end, whether they match or not. While the Matadore can be played to any number, any number cannot be played to a Matadore. The opposing player must play a piece making seven with one end of the Matadore. The player of the Matadore can place it as he pleases, and the opposing player can play only to the exposed end.

A player unable to match or pose a Matadore must draw until he can do one or the other. In case he can match or pose he can draw or not as he pleases, just as is the case in the Draw game. When the stack is exhausted and a player cannot play, he calls "go," and his adversary

must play if he can match. In scoring doubles, count the pips on each end. The mode of scoring and leading is the same as in the Block game.

Two, three, or four persons may play this game. When two play, three pieces must be left undrawn, so that each player will not know just what is in the other's hand. With more than two all the dominoes can be drawn. In other respects the game is like the Draw and Block games.

DOMINO POOL.

Domino Pool can be played by three or more players. With three, six pieces are drawn; four, five pieces; six, three pieces. Each player contributes an equal sum to the pool. The leader poses and the player to the left follows suit. If he cannot he passes, and so until a play can be made. The game continues in this way until some player makes domino or all are blocked. In such cases the player making domino or holding the smallest number of pips clears the pool. If two players are equal the pool is divided.

Another way to score is to set 100 or more as the game. Then a record is kept of each hand. Each player as he reaches 100 passes out, the last player being the winner of the pot. The first player to go out is permitted to "star," that is, to pay a certain sum to the pool, upon which his score is put back even with the next highest player. With four playing, the first two to go out are sometimes permitted to "star." A "draw" is at times permitted; a player not being able to follow suit is allowed to draw one domino from the stock, with this qualification, that the last two dominoes cannot be drawn.

DOMINO WHIST.

Domino Whist is played by four persons and is played after the manner of Whist. In one form of the game the twenty-eight dominoes are drawn in the beginning, but the more interesting way is for each player to take six, four remaining in reserve. When partners are selected they are drawn for, and the two drawing the smallest number of pips are partners.

After the pose the game is played from left to right. When a player cannot match at either end of the figure, he passes, forfeiting his turn.

The best method of scoring is for the pair holding the smaller number of pips to score the aggregate number in the hands of their adversaries.

A player should pay strict attention to the "pose" of the dominoes, so that, if it be possible, he can outwit his opponents and aid his partner.

It is always better to get rid of the "heavy dominoes," unless by so doing one is playing into his adversary's suit. When a player has a good hand and it is his lead, he must try to win, regardless of his partner's pose; so if the first player has a poor hand and it is his partner's pose, he must sacrifice his chances to aid his partner. It is always wise to play from your strong suit, thus keeping your partner informed, while the partner will display his suit and help to establish the first to the best of his ability.

DOMINO DRAW POOL.

This game is a variation of Domino Pool and is considered to be a better game than the latter. The rules are the same, except that in this game, if a player cannot match, he is obliged to draw one domino from the stock, after which, if he is unable to match, he passes. Two dominoes must be left in the stock in this as in other draw games.

ALL-THREES.

All-Threes is a variation of "Muggins," the only difference being that three and its multiple score, instead of five. The opportunities for scoring in this game being so much greater than in the other, stricter attention is required of the player. It is better to make the game a higher number than that used in Muggins. Three, six, nine, twelve, fifteen, and eighteen are the scoring numbers in this, and count one, two, three, four, five, and six. The highest score is eighteen.

CYPRUS.

In this variation of the Block game a double-nine set at least must be used. Four players or more may play, and the dominoes must be posed in the form of a star. The holder of the double-nine—or, if double-twelves are used, the double-twelve—has the right to pose and must put down that domino. In the first round each player must play a nine or pass. When the star is formed there will be eight ends to match in continuing the play, any of which may be carried on, irrespective of the state of the others. It is not essential that the star be completed before the other ends are begun, for the necessary dominoes of the first suit "posed" may still be in the "reserve."

If four players are in the game, each should take thirteen dominoes, leaving three in reserve; when five or six play, eleven and nine dominoes make the hand; seven players, seven dominoes; eight or nine, six; ten, five; and when double-twelves are used the division can be according to the same rule.

ALL-FOURS.

THE name All-fours is derived from the characteristics of the game itself—the four chances or points consisting of *high*, the name given to the best trump; *low*, the designation of the smallest trump played in the round; *jack*, the knave of the trump suit; and *game*.

All-fours is probably the oldest of American games, and came to the New World when the first Dutchman settled in New Amsterdam.

There are two distinct varieties of All-fours, in one of which the first card played by the non-dealer from his hand is the trump; and in the other, the trump is turned up from the pack. The last is known generally as All-fours—in fact as Blind All-fours. Certain terms are common to both games, the general characteristics being similar.

TERMS USED IN THE GAME.

HIGH.—The highest trump out; the holder scores one point.

LOW.—The lowest trump out; the original holder scores one point, even if it be taken by his adversary.

JACK.—The knave of trumps. The holder scores one point, unless it be won by his adversary, in which case the winner scores the point.

GAME.—The greatest number that, in the tricks gained, can be shown by either party; reckoning for—

Each ace *four* toward game.
" king *three* " "
" queen *two* " "
" knave *one* " "
" ten *ten* " "

The other cards do not count toward game; thus it may happen that a deal may be played without either party having any to score for game, by reason of his holding neither court-cards nor tens. In such a case, or in case of equal numbers—ties—the elder hand, the non-dealer, scores the point for game.

Note: All-fours is known under other names, such as Old Sledge and Seven-up. In the South it is almost as popular under these names as poker. Negroes play it and like it better than poker. A modification is sometimes known as "Five-up." Five-up is played in the same way, but the first player to make five points wins the game.

BEGGING is when the elder hand, disliking his cards, uses his privilege, and says, "I beg": in which case the dealer must either suffer his adversary to score one point, saying, "Take one," or give each three cards more from the pack, and then turn up the next card, the seventh, for trumps; if, however, the trump turned up be of the same suit as the first, the dealer must go on, giving each three cards more, and turning up the seventh, until a change of suit for trump takes place.

METHOD OF PLAYING ALL-FOURS.

The game is played with a full pack of fifty-two cards, which take rank as at Whist, the ace being the highest and the deuce the lowest. Any number of points may be played for; but it is common to fix on an uneven number, as five, seven, nine, or eleven; the last two being most common.

The players cut for deal, the lowest card having the deal. As in Whist and other games, the ace is lowest and the king highest; the other cards taking their regular order. Ties cut again. The dealer then gives six cards to each, one at a time, and turns up the thirteenth, if there be two players; and the twenty-fifth if there be four. The turn-up is the trump. The non-dealer then looks over his hand, and either holds it for play or begs, as already explained. If the knave turn up it belongs to the dealer, who scores one for it; but in case it be taken in play by a higher card—ace, king, or queen of trumps—then the point is scored by the winner. The non-dealer having decided on his hand (it is not allowed to "beg" more than once, without it be previously agreed to do so), he plays a card of any suit. Then the dealer plays another card to this, and if it be higher, he wins the trick, and plays another card; and so on throughout the six tricks. It is not incumbent on the player to head the trick with one of the same suit or a trump. When the whole of the tricks are played out, the points are taken for high, low, jack, or game, as the case may be. Thus one player may score a point for *high* and the other for *low;* the greatest number, counting on the court-cards, aces and tens in each hand, reckoning for game. The winning the knave, the making the tens, and the taking your adversary's best cards, constitute the science of the game. The hand in which the knave of trumps is eventually found, is the one which scores the point for the jack. The *high* and the *low* always belong to the original possessor of those trumps.

LAWS OF ALL-FOURS.

1. A new deal can be demanded, if in dealing an opponent's card is faced, or if the dealer in any way discover any of his adversary's cards;

or if, to either party, too few or too many cards have been dealt. In either case, it is optional with the players to have a new deal, provided no card has been played, but not afterward.

2. If the dealer expose any of his own cards, the deal stands good.

3. No player can beg more than once in each hand, except by previous mutual agreement.

4. Each player must trump or follow suit if he can, on penalty of his adversary scoring one point.

5. If either player score wrongly, the score must be taken down, and the adversary shall either score four points or one, as may have previously been agreed.

6. When a trump be played, it is allowable to ask the adversary if it be either high or low.

7. One card may count All-fours; for example, the eldest hand holds the knave, and stands his game; the dealer having neither trump, ten, ace, nor court-card, it will follow that the knave will be both high, low, jack, and game.

All-fours is played by either two or four players; the same rules applying in this four-handed, equally as in the two-handed game; the deal is taken by each player alternately; and the cut for deal taking place at the commencement of each game.

BLIND ALL-FOURS.

This is the more generally played game for two persons. In fact, it is the usual game all over the country, and cannot boast any very particular patronage. Each player has six cards, the first one played by the non-dealer being the trump. There is no begging, and the points are usually seven or nine. Although very simple, All-fours is by no means an uninteresting game. At Blind All-fours some reject the sixes and sevens, and count all the pips on all the cards for game.

The score is usually made with a cribbage-board, or by means of two cards taken from the pack.

ALL-FIVES.

This game is played with an entire pack, in the same way as All-fours. But instead of nine or eleven, sixty-one points are played for to constitute the game, which is marked on a cribbage-board. For ace of trumps the holder marks four points when he plays it; for king of trumps, three: for queen, two; for knave, one; for the five of trumps, five; and for the ten of trumps, ten. If the knave, ten, or five be taken in play by superior

cards, the points belonging to them are scored by the winner. In counting for game, the five of trumps is reckoned as five, and all the other aces, kings, queens, knaves, and tens, are counted as in All-fours. A good deal of skill is necessary in order to play this game well; the proficient holding back a superior card to catch the ten or five. Trump after trick is not compulsory unless previously agreed to. The first card played by the non-dealer is the trump. The rest of the rules are the same as in All-fours. It may be played by four persons, either as partners or singly.

COMMERCIAL PITCH.

Commercial Pitch, known sometimes as "Auction" or "Auction Pitch," is All-fours, into which the element of bidding is introduced.

The score is ten. Each player has a slate on which two St. Andrew's crosses are made. As he scores, he wipes out one portion of the cross.

Deal is determined as in All-fours, six cards being given, three at a time.

The dealer does not turn up a trump-card, for the trump is not made this way. The person who will give the most points buys the right to declare the trump, or as it is called, "Pitching the trump."

This bidding begins with the player after the elder hands, the second from the dealer. It is the elder hand who puts up the privilege of making the trump at auction.

The elder hand, who is the seller, may not wish to accept the bid, and plays. All the points he can make then are, of course, his own. If, however, he does not make that number of points he was offered, he has added to his score just that number of points. Suppose he had ten points, was offered three and declined the bid, then made two points. He would now have three more points added to his score, and he would have to work off thirteen points in all. The two he made would not count. If he had only one point to make to get out, and was bid three, and made two, he could not win, at least during that round.

If the buyer fails to make the number of points his bid calls for, he is put back just that number. The rule works for him exactly as it did for the elder hand who declined selling.

When a bid is accepted, the scoring must be made at once.

The player wiping out his ten first wins the game. The points are as in All-fours, high, low, jack, and the game, and subjected to the same rules.

When a "pitch" is sold the buyer must lead, and lead trumps. Leads are as in All-fours. If not able to follow suit, trumping is not compul-

sory. Rules in regard to revokes are the same as those governing All-fours.

PITCH.

This is All-fours reduced to its simplest expression. There are no trumps turned; you do not beg, and it is the eldest hand who makes the trump. When ties are made, it is a stand-off. In every other respect it is played like All-fours.

CALIFORNIA JACK.

California Jack is a modification of All-fours. It is played with a full pack. Two or four players engage in the game. Deal is determined as in All-fours. Every player receives six cards, which are given two at a time, and when all are served, the remainder of the pack is placed face upward on the table, and the card exposed is the trump. The trump card having been seen and fixed upon, the dealer takes this trump card and puts it about in the middle of the packet. In some cases, the packet containing the trump is shuffled. This packet, called the stock, the faces of the cards being visible, is now put in the middle of the table.

The elder hand now leads, and the game proceeds as in All-fours, values of cards being the same, only after each fall of two or four cards, if two or four are playing, and the trick is made, each player in his regular order takes one card from the packet.

There has been dealt six cards to each person, and by taking one more card the player has still six cards.

This taking of cards from the packet continues until the cards on the table are exhausted.

A card of the exposed stock is given by the dealer, first to the person making the trick, and then to the other players in regular order.

Suits are followed. If a player has not the suit, he is not obliged to trump. Generally ten points count for a game, as in All-fours.

Ace of trumps . . . . . is High.
Deuce of trumps . . . . . is Low.
Knave of trumps . . . . . is Jack.
The highest number of points is Game.

Game is counted precisely as in All-fours. There is this exception to All-fours, that the Low belongs to the person who makes it, or secures it in the trick.

SHASTA SAM.

This game is precisely like California Jack, save that the trump being made as in California Jack, the stock is shuffled, placed face down, and the cards taken as in California Jack. There is in Shasta Sam more uncertainty than in California Jack, as it is only the player who, receiving the card from the stock, knows what it is.

RUSTLE.

There are endless modifications of All-fours. There is a game in Montana called Rustle, where the first six cards given to each player are exposed, laid on the table, and as in California Jack, the trump is made from the card when the stock is turned. The remaining twenty-eight cards are then dealt, which are seven to each. The score is made as in California Jack, the deuce low, belonging to the party who wins it. Rustle is by no means an easy game to play, as the twenty-four or twelve cards first played should be remembered.

SANCHO PEDRO.

Sancho Pedro can be played by any number of persons from two to eight, but is better adapted to four or five persons. Each plays for himself.

A full Whist pack is used, and the cards rank in their natural order, viz.: ace, high; deuce, low, etc. Six cards are dealt, three at a time to each player, commencing with the one at the left of the dealer. The deal is determined by cutting, the lowest card winning the deal. No trump is turned. After the first deal it passes in regular order to the left.

The player on the left of the dealer can then bid for the privilege of making the trump by offering one or more points to the dealer. (He may, of course, refuse to bid anything.) The player next in order then may bid, and so around, until the bidding ceases. Any player has the right to raise his original bid, or, having first refused, may bid when it again comes around to him; the object of the dealer being to sell as high, and that of the other players to buy as low, as possible.

When the highest bid has been reached the dealer may accept it, or refusing, make the trump himself. If he accepts, the amount bid is added to his score. If he refuses, and then fails to make as many points as the highest number offered, that number must be deducted from his score, and the points he did make are not credited to him.

If the dealer accepts the highest bid, the player making that bid must

make as many points as he offered, or be set back that number of points, and such points as he made are not credited to him.

Any points made by the other players are, of course, credited to them.

The player who makes the trump plays first, and *must* lead a trump.

The points to be made are: High (the highest trump out), low (the lowest trump out), knave of trumps, and game (ten of trumps), which each count one point; Sancho (nine of trumps), and Pedro (five of trumps), which count for their face—making a total of eighteen, which may all be made in one hand. These all count to the player holding them, after the hand is played out.

The score should be kept by one person on a sheet of paper, with the names of the players at the top, and their scores underneath, thus adding or subtracting as they make or lose. The last figures in the columns will show the state of the game.

The game is usually a hundred points, but may be varied as agreed upon. Some players begin at one hundred, and count down to nothing. In such a case a set-back should be added. It is also played with an indefinite score, the one counting highest at the end of play being declared the winner.

If two players should both be ninety-nine, and both count out on the same hand, the points count in the order named; that is, the one holding high takes the precedence, although the other may hold Sancho or Pedro.

The dealer, having once refused a bid, cannot afterward accept it; and a player having made an offer, stating that he will give no more, cannot make a higher offer.

If a player has no trumps he throws down his hand, and does not play; and any one having played all his trumps should throw down his hand, unless by taking the previous trick he is obliged to lead.

Some players count low to the player to whom it was originally dealt, as in high, low, jack. It is also customary with some players to name the suit on which they bid; thus two players might bid on the same suit, each thinking that he could make more than the other, which would make the bidding more spirited.

In playing, any one may follow suit, or trump; but, holding the suit led, cannot throw on a card of another suit not trumps. Not having the suit led, he may play anything he chooses.

When three persons only are playing, it makes the game more interesting to deal nine cards instead of six.

DOM PEDRO.

This is a variation from Sancho Pedro, which is in itself a modification of All-fours. In Dom Pedro is introduced the Joker. It is always a trump. The hand that keeps it counts it for fifteen points. The Joker may be taken by any trump, even by the lowest. One hundred points constitute the game. When a four-handed game is played the threes may be discarded. When eight play, six cards are used.

PEDRO.

This game is played exactly like Sancho Pedro, except that Sancho is omitted. Pedro consists of twenty-one points, and but nine points can be made in the play of one hand. If four persons are playing, the four threes can be thrown out when twelve cards are dealt to each player. If eight play, six cards dealt to each will cause the same result.

DRAW PEDRO.

Draw Pedro, with a few exceptions, is exactly like Cinch. The exceptions are: The omission of the cinch card; Pedro, the five of trumps, being the only five to score. This makes it impossible to score but nine points in a single hand; twenty-one points is the game. Five or six persons may play and in the original deal but five cards are dealt; if a less number than five play, six cards are dealt. The player naming the trump leads, but, after the first trick, is not forced to lead trump.

CINCH, OR HIGH FIVE.

SANCHO PEDRO (page 226) having been described, Cinch, or High Five, is a variation from Sancho Pedro. In Sancho Pedro, the basis of the game being derived from All Fours, the new elements in the count were Sancho, the nine of trumps, and Pedro, which was the five of trumps. In Cinch, Pedro, the five of trumps, is retained, but Sancho, the nine of trumps, has no specific value. In its place, a Five, of the same color as the trump suit, has a fixed value of five points. If then clubs be trump, Pedro is the Five of clubs, and the Five of spades is the Cinch. Vice versa, if spades be trump, the Five of clubs is the Cinch. If hearts is the trump, the Five of diamonds is the Cinch. If diamonds are trumps, then the Five of hearts is the Cinch. The variation then from Sancho Pedro is but slight. There are then six points to be made, and their order is as follows:

The highest trump designated High is worth one point.
The lowest " " Low " "
The Knave " " Jack " "
The Ten of trumps " Game " "
The Five " " Pedro " five points.
The Cinch, the Five of the color of the trumps designated as Cinch, is worth five points.

Fourteen points can therefore be made in one hand. As in All Fours, the High and the Low score for the original holders of them. The Jack is taken by a higher trump as in All Fours, as are the Ten (game), the Five (Pedro), and the Cinch (the Five of the color similar to the trump). If clubs are trumps it is the Five of spades which is the Cinch. If spades are trumps it is the Five of clubs, and the same for hearts or diamonds.

Just as in Sancho Pedro a full pack is used, but instead of six cards being dealt, there are nine cards given. The cards are dealt in the same way, three at a time. There is the same bidding as in Sancho

Pedro. The player on the left of the dealer bids for the privilege of making the trump by offering one or more points to the dealer. The player next in order may bid. The dealer has a right to offer his bid for making the trump, but once a player having made a bid he cannot increase it. If it happens that no player makes a bid, it is obligatory on the part of the dealer to make a bid and the trump.

In giving nine cards, the game being played with only six cards, as in All Fours, each player must then discard three cards. Supposing 4 are playing, then 36 cards are dealt. Then there are 16 cards left. Players have a right to discard more than the three cards. There being 16 cards left, each one may take four, though a first player in his turn might get the six new cards. Sometimes—for there are innumerable variations of Cinch, depending on locality—the trump is not declared, nor does the bidding open until each player has 13 cards.

As in Sancho Pedro any one may follow suit or trump, but if holding the suit led, a player cannot throw on another suit not trumps. Having no trumps, or the suit led, then any discard is permissible.

The discard may contain points, and this is often the case. After the round is played the discard is examined. It may be added to the score of those who made the trump, providing they had discarded the cards, otherwise the point or points they represent belong to the other side.

There is no fixed number of points which make a game. Usually 51 points is decided upon. In some sections of the country 75 points or 101, win the game.

The rules for Cinch differ in no respect from those of All Fours or of Sancho Pedro. Even the playing with 9 cards instead of 6, is sometimes found in Pedro-Sancho (page 227).

Cinch is a good game, but only a variation of Sancho Pedro.

Sometimes Cinch is prone to engender contest, on account of want of care on the part of players as to the discard. This discard, unless precautions are used, may become mixed.

Any one familiar with All Fours can understand Cinch after a few hands are played.

SPOIL-FIVE.

DESCRIPTION OF THE GAME.

INTRODUCTORY.

THE game of Spoil-five is played with a complete pack of fifty-two cards. Any number may play from two to ten; but about five makes the best game.

DEALING.

The deal being determined (see Laws), the pack is cut to the dealer by his right-hand adversary. The dealer reunites the packets, and gives five cards to each player, generally by two or three at a time to each (see Laws).

The card which remains at the top of the pack after the hands are dealt is the trump card, and is placed face upward on the pack.

When only two play, the game is sometimes varied by *fiving* it—*i. e.*, if the non-dealer is not satisfied with his cards, he asks the dealer if he will five it. If the dealer agrees, the trump card is removed, and the next card turned up for trumps.

ROBBING.

If the turn-up card is an ace, the dealer has the privilege of *robbing*—*i. e.*, he discards from his hand any card he pleases (placing it face downward on the table or under the pack), and substitutes for it the ace turned up. The suit to which the ace belongs still remains the trump suit. The dealer must discard before the eldest hand plays (a reasonable time being allowed), so that he may not gain the additional advantage of seeing what suit is led before he discards; but the rob should not be completed (*i. e.*, the turn-up card should not be removed from the top of the pack) until it is the dealer's turn to play to the first trick.

If an ace is not turned up, and any player holds the ace of the trump suit in his hand, he must rob—*i. e.*, he must reject a card from his hand

and take in the turn-up. A player is not bound to declare that he is about to rob till it is his turn to play; but he must declare the rob before he plays his first card. The usual way of making the declaration is to place the rejected card face downward on the table. If the player neglects to do this before he plays the power of robbing becomes void, and he is liable to a penalty (see Laws).

Some players do not exact any penalty for neglecting to rob; or make robbing optional, which amounts to the same thing; or omit robbing altogether. But this leads to concealment of the ace, and is not recommended.

The card put out in robbing, whether by the dealer or by another player, remains face downward on the table, and no one is allowed to inspect it.

PLAYING.

Each player plays one card at a time in rotation, commencing with the player to the dealer's left, the dealer playing last. The player of the highest Spoil-five card (see Order of the Cards) wins the trick. Trumps win other suits. The winner of the trick leads to the next, and so on till the hand is played out, or till three tricks are won by one player.

When a trump is led the players must follow suit, except with special cards presently to be mentioned (see Reneging).

When a suit not trumps is led, any player may trump the trick, even though able to follow suit; but a player holding no trump must follow suit if he can. This is usually expressed, "a player must either follow suit if able, or play a trump," but this is not quite correct, as a player holding none of the suit led may trump or not at his option.

Provided the foregoing rules are complied with, a player is not bound to head the trick unless he likes.

A player who wins three tricks in one hand wins the game. If no one wins three tricks, the game is said to be *spoilt*. When only two play, one must win three tricks, consequently no *spoil* can take place with two players.

THE POOL.

Before the play of the hand commences, each player pays to the pool a certain sum or number of counters agreed on. Should the game be won in that deal, the winner takes the pool; but if a *spoil* occurs the pool remains, and each player puts an additional sum (generally a half or a third of the original stake) into the pool. This is repeated after every spoil till a game is won.

ORDER OF THE CARDS

The order of the cards differs in the red and black suits, and again in the trump suit.

In *suits not trumps*, the order of the cards is as follows, beginning with the highest:

In Red Suits.—King, queen, knave, ten, nine, eight, seven, six, five, four, three, two, ace.

In Black Suits.—King, queen, knave, ace, two, three, four, five, six, seven, eight, nine, ten.

The order of the cards below the knave is thus commonly expressed, "the highest in red and the lowest in black."

The ace of hearts always ranks as a trump. Therefore, in the above-mentioned order for red suits not trumps, the ace must be omitted from the heart suit.

In *the trump suit*, which includes the ace of hearts, the order of the cards is as follows, beginning with the highest:

In Red Suits.—Five, knave, ace of hearts, ace of trumps, king, queen, ten, down to the six, four, three, two.

In Black Suits.—Five, knave, ace of hearts, ace of trumps, king, queen, two, three, four, six, down to the ten.

The order of the cards in trumps below the knave adheres to the rule "highest in red and lowest in black." Of course when hearts are trumps there is only one ace in the trump suit. It is as though the ace of hearts were thrust into all the other trump suits, between the knave and the ace of that suit.

RENEGING.

The five of trumps, knave of trumps, and ace of hearts, may *renege*—*i. e.*, they are exempt from following suit when an inferior trump is *led*.

The five of trumps may renege to any trump led. No trump can renege when the five is led.

The knave of trumps can renege to any trump led except to the one superior to it, viz., the five. If the five is played (not led) the knave can renege. If the knave is led, no trump can renege except the five.

Similarly, the ace of hearts can renege to any trump led, except to the trumps superior to it, viz., the five and the knave. If the ace of hearts is led when hearts are trumps, the five and knave are entitled to renege. If the ace of hearts is led when hearts are not trumps, a player holding no trump need not play a heart. Some players require hearts to be played, but the rule first given is preferable.

TWENTY-FIVE AND FORTY-FIVE.

Sometimes spoils are dispensed with altogether, and the game is made a fixed number (either twenty-five or forty-five), each trick gained by any player counting five to him. At Forty-five, but not at Twenty-five, the trick won by the best trump out counts ten instead of five; if tricks are won sufficient to make game before the holder of the best trump plays it, the tricks win the game. Robbing is always compulsory.

In addition to this, a player at Twenty-five or Forty-five who wins all five tricks wins the game. This is called *jinking* it. Properly the jink belongs only to these games, but sometimes by agreement jinking is allowed at Spoil-five, the winner being paid, in addition to the pool, the amount originally staked by each player.

When jinking is allowed at Spoil-five, if a player, having won three tricks, continues to play for a jink, and fails to win every trick, he scores nothing that hand, and cannot, therefore, win the game that deal. It is optional on the player's part whether he will run the risk of scoring nothing for the chance of obtaining a jink. It requires considerable judgment at Spoil-five to know when to play for a jink, and when not.

It is sometimes agreed (but generally not) that the winner of a jink may claim a *wheel-out—i. e.*, that he may start for the next game with the score he had previous to playing the hand that made the jink. Wheeling-out is better omitted.

At Twenty-five robbing is sometimes permitted with the king of trumps as well as with the ace, the latter taking precedence. This, however occasionally leads to the exposure of the king, and is better omitted. When the king is empowered to rob, jinking is not allowed.

Twenty-five and Forty-five are good partner games, and are often played with partners when only four meet. Spoil-five is never played with partners.

HINTS TO LEARNERS.

The principal interest at Spoil-five consists, odd as it may sound, in spoiling the game. The effort of each player, if unable personally to win three tricks, should be to prevent any other player who may have won, say two tricks, from winning another. The player at Spoil-five must constitute himself a sort of human dog-in-the-manger, and exert himself, r

he has no reasonable expectation of placing the game to his own credit, to thwart the player who seems most likely to obtain it.

1. The deal is an advantage. The dealer is led up to the first trick, and his chance of robbing is greater than that of any other player.

2. It is generally right to begin by leading your worst card, so as to throw the lead into the opponent's hand. It is considered better play to reserve your good cards till the third trick, than to risk the game by eagerness to obtain the first or second.

3. If you hold two or three cards of a suit not trumps, generally lead the lowest of them. You thus exhaust the suit from your adversaries' hands, and those of it remaining in your own may by and by prove very useful.

4. When not leader, if you hold one trump that cannot renege, generally trump with it. But with two trumps, it is in most cases better, if no one has two tricks, to pass any but a winning card, reserving the trumps to spoil the strong hand.

5. When last player, it is seldom good play to refuse to win the trick, and never with a weak hand. For example: you have ten and eight of trumps, nine of spades, four of hearts, and three of diamonds. These cards are no good; you have no chance of winning the game; therefore make the eight or ten of trumps if you have the fall of the trick. By taking the trick you lessen the chances of the adversaries, and your own being *nil* is not hurt.

6. When holding one trump that can renege, and having no chance of the game yourself, retain the trump in your hand. It is almost certain to come in at the critical moment, spoiling the game, and keeping alive your interest in the pool. Trumps which cannot renege should not be reserved in this way, as they are liable to fall without effect if a trump card is led.

7. Never throw away a high next best card of a suit not trumps, as a queen upon a king. Rather take the trick with a trump and lead the queen. Returned leads are generally puzzlers.

8. Rarely allow any player to make a second trick. The most unlikely man (to all appearance) often steps to the front, and secures a third trick and the pool.

9. At Spoil-five, when jinking is played, and you hold but one good card, say a five, and you see from the course of play that a certain player must make three tricks, do not win a trick with your good card, but endeavor to lure the adversary into going for a jink. If he goes for a jink, you may succeed at the very last moment in spoiling the game by the opportune appearance of your commanding card.

LAWS OF SPOIL-FIVE.

SHUFFLING.

1. Each player has a right to shuffle the pack.

Note.—Generally only the dealer exercises his privilege.

2. The pack must not be shuffled below the table, nor so that the faces of the cards can be seen.

DETERMINATION OF DEAL.

3. The first deal is determined by lot, sometimes by cutting, but generally by dealing the cards face upward, one at a time to each player, until a knave is dealt. The player to whom the knave falls has the deal.

CUTTING TO THE DEALER.

4. In cutting to the dealer, at least four cards must be cut, and at least four left in the lower packet.

5. If a card is exposed in cutting to the dealer, the pack must be reshuffled and cut again.

6. If the dealer exposes a card in reuniting the packets after the cut, the pack must be reshuffled and cut again.

DEALING.

7. The dealer must give five cards to each player, by two at a time and then by three at a time, or *vice versâ*. If the dealer commences by giving two cards, he must give two all round, and then three all round; if he commences by giving three, he must give three all round, and then two all round.

8. The cards must be dealt to each player in rotation, beginning with the player to the dealer's left.

9. The trump card (*i. e.*, the card which remains at the top of the pack after the players are served) must be turned face upward by the dealer and placed on the top of the stock.

10. If a card is faced in the pack (not by the dealer) there must be a fresh deal (the same dealer dealing again), except the faced card happens to be the trump.

11. If there is a misdeal the deal passes to the next dealer.

It is a misdeal—

(*a*) If the dealer deals without having the pack cut.

(*b*) If the dealer shuffles the pack after it is cut with his consent.

(*c*) If the dealer deals out of order (*e. g.*, gives two cards where he should give three, or misses a hand, or exposes a card in dealing, or gives too many or too few cards to any player.)

Note.—Sometimes in the case of a misdeal the dealer is allowed to deal again, on paying to the pool the amount of the original stake.

The mistake of giving too many cards is frequently arranged by drawing a card; of giving too few by completing the hand from the stock. This is a loose and unsatisfactory method; it will be found better in the long run to play a strict game.

12. If the dealer gives too many or too few cards to any player, and the error is not discovered until the hand is partly or wholly played out, it is still a misdeal (see also Law 16).

13. The player to the dealer's left has the next deal. Each player is entitled to a deal—*i. e.*, the game must not be abandoned except at the conclusion of a round, unless there is a spoil in the last deal of a round, when the deal continues in order until a game is won.

14. If a player deals out of turn he may be stopped at any time before the trump card is turned. If not stopped the deal stands good, and the rotation of dealing proceeds to the dealer's left as though he had dealt in turn.

ROBBING.

15. If a player neglects to declare his power of robbing before he plays to the first trick, he loses the right of robbing and forfeits the hand—*i. e.*, he cannot win the game that hand, but he may play his cards and try to spoil it.

PLAYING.

16. If a player robs without the ace, or leads or plays out of his turn, or leads without waiting the completion of the trick, or exposes a card, or omits to play to a trick, or revokes when not entitled, or reneges when not entitled, or plays to the first trick with too many or too few cards in his hand, he forfeits the pool—*i. e.*, he cannot win the game that hand, and he cannot play again for that pool.

Note.—This is called hanging the hand, and is equivalent to loss of the game. A severe penalty is necessary, because the faults enumerated in Law 16 may be attended with serious consequences to the other players. Thus: suppose A, B, C, and D are sitting in this order round the table. B has already won two tricks. A leads; B plays and beats him. Now should D play out of his turn, even by accident, and not win the trick, it is a clear intimation to C to win the trick if he can. This is an unfair combination against B. The penalty of calling exposed cards would often be no punishment at all; and, similarly, the penalty of forfeiture of the hand may be no punishment. For instance, D in the example may have no chance of the game himself. The same

applies to reneging when not entitled ; the player may have no chance of the game himself, but by reneging he may spoil it for some one else.

INCORRECT PACKS.

17. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

JINKS.

Jinks, or, as it is sometimes called, Jink Game, is derived from Spoil-five. The game is won when all five tricks are taken. Failing to make five tricks by the player, the penalties are the same as in Spoil-five. When a king or ace are turned they do not count five. The aces can be robbed. If in dealing an ace is turned, the dealer may discard any card and take this ace. What it makes it counts.

FORTY-FIVE.

There is little difference between Forty-five and Spoil-five. The value of the cards and the way of play remains the same. Game being forty-five, hence the name. If two or four engage, the first side making forty-five wins. To turn up a king gives five points to the score. Robbing takes place as in Spoil-five. The holder of the king of trumps, when it is his turn to play, places on the table a card which he substitutes for it. He can ask for the ace. If the ace is not in the hand, the trump belongs to the player having the ace.

CALABRASELLA.

INTRODUCTORY.

The game of Calabrasella is played with a pack of forty cards, the tens, nines, and eights being discarded from a complete pack. It is more convenient to use two packs, the packs being dealt with alternately. The game can only be played by three players; but a fourth player may cut in at the conclusion of a round—*i. e.*, when the deal returns to the original dealer.

DEALING.

The players having cut for deal (see Laws), the player to the dealer's right cuts the pack. The dealer reunites the packets and distributes the cards by two at a time to each player, first dealing two to the player to his left, then two to the next player, and then two to himself. He continues to deal in this order until each player has twelve cards. Four cards (called the *stock*) remain over. These are placed face downward in the middle of the table.

ORDER OF THE CARDS.

The cards rank in play in the following order: Three (highest), two, ace, king, queen, knave, seven, six, five, four (lowest). As will be presently seen, their value in counting is different from their rank in play.

DECLARING TO PLAY.

The deal being completed, the eldest hand (player to the dealer's left) looks at his hand and declares whether he will play alone or not, saying, "I play," or, "I pass." If he passes, the next player has the option; and if the second player also passes, the dealer has the option. If all three pass the hand is thrown up, and the deal goes to the next player, the one on the dealer's left.

If a player declares to play his hand, the other two become allies and play against him. The single player is entitled, before he plays, to strengthen his hand, thus:

1. He may ask for any one three he chooses. The player holding the card named is bound to surrender it, receiving a card in exchange from the single player's hand. If the three asked for is in the stock, of course that fact will appear by the non-surrender of the card. No other card can in this case be demanded. If the single player happens to have all the threes dealt him, he may then, and then only, ask for a two.

2. The single player next has to declare how many cards he will exchange for cards in the stock. He is bound to exchange one, and, of course, cannot exchange more than four. He discards from his hand the number he desires to exchange, and places them face downward on the table. He then turns the stock face upward, and selects from it the number required to supply the places of the discarded cards.

The other players have a right to see the stock when turned up; but they must not look at the cards put out by the single player.

The cards discarded, together with those (if any) not taken from the stock, form a second stock called the *discard*. The discard remains face downward on the table, and belongs to the winner of the last trick, as will appear presently.

PLAYING.

The play of the hand then commences. The eldest hand (whether single player or not) has the first lead. Each player plays one card in turn, the dealer playing last; the three cards thus played constitute a trick. The highest Calabrasella card of the suit led wins the trick (see Order of the Cards). There are no trumps. The players are bound to follow suit if able: but if not, may play any card. A player is not bound to head the trick unless he likes. The winner of the trick leads to the next, and so on, until all the twelve tricks are played out.

The single player makes a heap, or pack, of all the tricks he takes, and the allies make a pack of theirs, each trick being turned face downward when complete. There is no occasion for a player to keep his tricks separated, as the value of the tricks made does not depend on their number, but on the cards they contain.

The winner of the last trick takes the discard and adds it to his heap.

SCORING.

When all the cards are played out, each side counts the points in their respective packs. The points accrue from the cards in the tricks and discard and from the last trick, as in the following table:

Each side for each		Ace in their tricks counts		3
"	"	Three	"	" 1
"	"	Two	"	" 1
"	"	King	"	" 1
"	"	Queen	"	" 1
"	"	Knave	"	" 1
The winner of the last trick counts . . .				3

The total number of points is thirty-five; but the number reckoned is the difference between the respective scores. For example: If the single player has twenty points and the allies fifteen, the former wins five points from each of the allies. On the other hand, if the single player has fifteen points and the allies twenty, the single player loses five points to each of the allies. Each hand is a complete game in itself. No markers are required; but each player is generally provided with a certain number of counters, and receives or pays the number won or lost at the end of each hand.

HINTS TO LEARNERS.

1. With average cards the eldest hand should elect to play, as the chances are in favor of his making more than half the game, after asking for a three and taking in from the stock.

2. In discarding it is seldom right to put out more than two cards, as the chances are that two of the cards in the stock will be of but little value.

3. In playing the hand it must not be forgotten that the ace, which is the highest counting card, is not the highest in play. Skilful players endeavor as much as possible to make aces in their own tricks, and to entrap the aces of the opponents.

4. When your ally has won, or will win the trick, you should generally throw a counting card to it (see Ex.).

5. During the play count how many cards of each suit are out, that you may know whether you have the command of it or not.

6. Much judgment is required in playing for the last trick. It counts three in itself, is generally rich in good cards, and takes the discard and all points in it. It generally makes a difference of twelve or fourteen points. It is often right, therefore, to reserve good cards, and to refuse to win tricks with them in order to secure the last trick. This is called [illegible]. If however, you can insure eighteen points by playing

forward, and there is a suit against you, it is not advisable to run any risk for the sake of the last trick. The great secret of Calabrasella is to know when to play forward and when to play back.

LAWS OF CALABRASELLA.

CUTTING.

1. The players cut for deal; the lowest Calabrasella card deals.

DEALING.

2. Each player deals in turn, the right of dealing going to the left.

3. There is no misdeal. If there is any irregularity in dealing, on discovery, there must be a fresh deal, even though the hand has been played out.

DISCARDING.

4. The allies have a right to count the discard face downward, and if they find it to contain too few cards, they have the option of requiring the single player to make up the deficiency from his hand, or of throwing up the hand, the deal passing. If the discard is found to contain too many cards, the single player cannot win any trick to which he is unable to play.

5. If the single player asks for a two, when he has not all the threes dealt him, the adversaries have the option of standing the deal or not.

6. If a card is asked for and is not surrendered, and it is found that the card asked for is not in the stock, the single player (not having the card asked for in his own hand) may again require its surrender, and may alter his discard, notwithstanding that he has seen the stock.

PLAYING.

7. The players are bound to finish the round before leaving. The round is finished when the deal returns to the original dealer.

8. If the single player exposes a card there is no penalty.

9. If the single player leads or plays out of turn there is no penalty. The card led in error must be taken back, and the right player must lead. If the second player has played to such lead he must also take back his card; but if all three players have played, the trick is complete, and the hand proceeds as though no error had been committed.

10. If either of the allies exposes a card the single player may call it

(except as provided in Law 9). The call may be repeated at every trick until the exposed card is played.

11. If either of the allies leads out of turn, and the error is discovered before the trick is complete, the single player may call a suit from the right leader (or, if it is his own lead, may call a suit the first time he loses the lead), or he may refrain from calling a suit, and treat the card led in error as an exposed card. If a suit is called and the leader has none of it, he may play any card he pleases, and no further penalty can be demanded.

12. When the single player leads, it is unfair for the third player to play before the second.

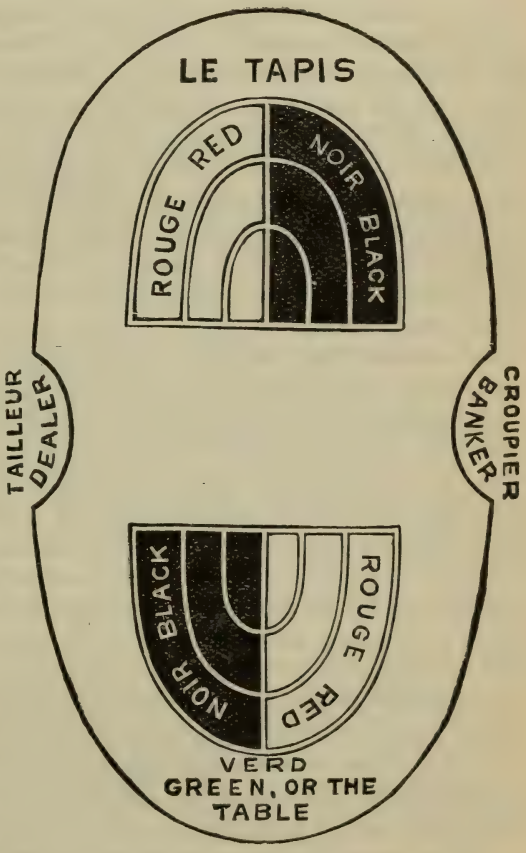
N.B.—No penalty is attached to this offense. The only remedy is to cease playing with those who commit it.

13. If a player does not follow suit when able, the opponent may take nine points from the score of the side offending and add them to his own.

14. When a trick is complete it must be at once turned and quitted. When a trick is quitted no one has a right to see it during the play of the hand.

ROUGE ET NOIR.

ROUGE ET NOIR, or *Red and Black*, is a modern game, so styled, not from the cards, but from the colors marked on the tapis, or green cloth, with which the table is covered.



The first parcel of cards played is usually for Noir, the second for Rouge, though sometimes the cards are cut to determine which shall begin. All the terms of this game are French, and that language is used in playing. Any number of persons may play, and the punters may risk their money on which color they please, placing the stakes in the outer semicircle; but after the first card is turned up, no other stakes can be laid for that coup.

The tailleur or dealer and croupier, the person who pays out or takes in the wagers, being seated opposite each other, with a basket for receiving the cards of every coup after dealing, placed on the middle of the table; the tailleur, then passing round six packs of cards to be shuffled and mixed confusedly all together by the company, afterward finally shuffles

them, and inserts all the end cards into various parts of the 312, till he meets with an honor, which being placed upright at the end, is offered to a punter, who, putting the same into any part of the pack, the tailleur there separates it, and lays that part which was below the said honor uppermost; and taking therefrom a handful of cards, and placing a weight upon the remainder, proceeds to deal, taking afterward other parcels from the heap as they may be wanted, till all are dealt out. He looks at the first card, and puts its face downward; two others, one red, the other black, are then laid back to back, and that placed conspicuously uppermost which is of a similar color with the said first card; these two cards are turned according to the color of that card which afterward may be first dealt in each succeeding coup. When the stakes are deposited, the tailleur cries *Noir*, turns the top card, and places each succeeding one in a row, till the points of those so turned shall exceed 30; he then declares the numbers, at trente et une, *one-and-thirty;* or if above that, up to 40, he only says, deux, trois, quatre, cinq, six, sept, huit, neuf, *two*, *three*, *four*, *five*, *six*, *seven*, *eight*, *nine;* and when *forty*, quarante.

Another parcel is then dealt in a similar mode for Rouge, and the punters win who had staked on that color the points for which were 31 or nearest to it, which the tailleur declares, by saying, Rouge gagne, *Red wins;* or Rouge perd, *Red loses.* These two parcels, one for each color, make a coup. When the same number is dealt for each, the tailleur says, apres, *after*, which forms un refait, or *Doublet*, by which neither party loses, except it is un refait trente et un, *one-and-thirty*, when the tailleur wins half the stakes punted on each color, which half the punters may either pay, or have their stake moved into the middle semicircle of the color they then choose, called la premiere prison, *the first prison*, to be determined by the next event, whether they lose all or are set at liberty; but if un refait second trente et un, *a second Doublet of one-and-thirty*, should occur in the next succeeding deal, the punters lose only one-half of their remaining moiety, making three-fourths of their original stakes and are removed into the smallest semicircle, styled la seconde prison, *the second prison*, and the next coup determines whether the punter loses all, or is to be removed again into *la premiere prison.*

Punters, after winning, may paroli, etc., and pursue their luck to a soixante, as at Faro; but as no livrets are used at Rouge et Noir, they cannot make either paix or pont.

At this game a banker cannot refuse any stake not exceeding his fund; which the punter declares, by saying, Je vais a la Banque, Va la Banque, or Va Banque, *I am playing at the Bank.* Bankers generally furnish punters with slips of card paper, ruled in columns, each marked N. or R.

at the top, on which accounts are kept by pricking with a pin; and when un refait happens, the same is denoted by running the pin through the middle line. Some bankers give up the profit of le refait during the first deal.

The odds against le refait being dealt, are reckoned 63 to 1, but bankers expect it twice in three deals, and there are generally from 29 to 32 coups in each deal.

GO-BANG.

Go-Bang is one of the oldest games that we know. It was first played in China more than two thousand years before Christ, although its exact origin is shrouded in mystery. In Japan the game is known as *GO-MUTCHIE*. The Chinese and Japanese games require special apparatus. The English game is played on an ordinary chessboard or checkerboard with the men used in backgammon.

The game is played by two persons, who take from twelve to fifteen counters each, or any other number agreed upon, the counters of each player being uniform in color, but of a color distinct from that of his opponent. The lead is decided by drawing or by agreement. The leader plays a counter on any square he chooses. His antagonist puts a man on any unoccupied square. After this each player in turn puts down one of his men until all have been placed.

If, while the men are being placed, either player can get five men in a line, either horizontally, vertically, or diagonally, he calls, "Go-Bang," and is the winner of the game.

This very seldom happens when the players are anywhere near equal in skill. When the men have all been placed the players move alternately on unoccupied squares, seeking to get into a winning position. The players should play to get three men in line with unoccupied spaces at each end. If this is not blocked at once, they become winning positions, as can easily be figured out by even the novice at the game. The English game is not as scientific as the Japanese, as the board is smaller. With a regular Go-Bang board there is, however, very little difference.

In the second stage of the game—after all the men have been placed on the board—there are no general laws for playing. Each player can choose the position he thinks the best for winning. He can make a feigned attack on a distant part of the board to draw men away from the position where he really wishes to make Go-Bang.

A player will often find himself handicapped in the second stage of the game by the poor way in which he placed the men in the first stage. A little experience will soon teach him. It is a game that grows on one.

HEARTS.

THE game of Hearts is of recent date, and has only been played in the United States during the last five years. Hearts is probably of German origin, although there is some slight resemblance between it and the Miseries, played in Boston. Any one then familiar with the game of Boston, will at once understand Hearts.

It has, too, the same fundamental rules as Whist, is played in exactly the same manner, only that there are no partners, each one playing for himself, and that the number of tricks taken do not count, and also that there is no trump.

To play Hearts well requires, perhaps, less study than Whist, and is more agreeable on that account; but still a certain amount of skill is necessary, and the run of the cards must be remembered.

The best encomium that can be passed on Hearts is, that it is interesting enough as a game of cards, to be played as is picquet or cribbage, without any money stakes.

The rules for Hearts are few, easily acquired, the mental power called into play by no means fatiguing, and in the course of play, the surprises are constant. Hearts, then, combines in itself all the requirements of an amusing and entertaining game of cards.

The regulation game of Hearts is played by four persons, each one taking care of his own interests.

A full pack of fifty-two cards is used.

The ace is the highest card, next the king, then queen, jack, ten, eight, seven, six, five, four, three, and two.

Cards are shuffled, and cut by the player to the right of the dealer, the person to the left receiving the first card, the deal continuing as in Whist, every player receiving thirteen cards. The dealer does *not* turn up the last card, for there is *no* trump.

In case of a misdeal, the dealer loses, and the deal passes to the left.

If cards are faced in the pack, the dealer reshuffles, the pack is cut as before, and he deals over.

The first player to the left of the dealer leads as in Whist. Players

must follow suit. If they have no cards of the suit, they may discard as they please.

The person taking a trick has the lead. Should a player revoke, he has to pay a penalty in chips to the other players. The character of this penalty varies, as may be determined upon by previous arrangement, and this penalty will be afterward explained. A player, however, making a revoke cannot win.

Hearts is not a continuous game as is Whist, where a certain number of points have to be scored in order to win the game. When each person has played the thirteen cards the game ends with that round. The penalties are paid and the next round begins.

Reduced to its simplest expression, the object of the game of Hearts is to get rid of the hearts held in one's hand.

You may take any number of tricks in other suits, but as long as you have taken no heart or hearts, you will have no penalties to pay.

You must follow suit just as in Whist, and the high cards take tricks precisely as in that honored game, but you must try and take no hearts.

As the player has the privilege to discard hearts, when a suit is played, in which he is short, he naturally discards his hearts, or, if he takes a trick in some other suit, and fears that with the lead he may give his adversaries an opportunity to discard their hearts, to his disadvantage, he may, if he wishes to, lead a small heart, and so give four hearts to another player. To get rid of your hearts, and not to take any, is the sole object of the game.

The penalties of the game may now be explained, and at once readily understood. Counters or chips are used. Each player takes twenty-five or fifty chips, or as many as he pleases, which may or may not have a money value.

The round being ended, the hearts each player may have taken are counted. There are thirteen hearts in the fifty-two cards. If one player has taken them all, he pays thirteen chips to the three other players, that is four to each, making twelve in all, and there is one chip over. This chip is left on the table, and is added to the total payments made at the next round.

Suppose with the four players,

A has one heart.	C has four hearts.
B has two hearts.	D has six hearts.

It is A who wins, for B pays him two, C four, and D six; and A gets twelve chips.

To take another case,

A may have two hearts.		C may have three hearts.	
B "	two hearts.	D "	six hearts.

Then A and B having the same number of hearts, C pays for three hearts, D for six hearts, and A and B divide the penalty, which is nine chips, each taking four. Sometimes, in playing for chips, a few counters of half values are used, so that the division can be made every time.

The rule of payment can at once be understood, which is that the person or persons taking the least number of hearts win. Thirteen not being divisible by four without a fractional remainder, there must always be an odd number of hearts in somebody's hand.

Now can be better explained the penalty for a revoke:

If a player, to save his extreme penalty, which would be thirteen chips, providing he took all the hearts, revokes, he has to pay for this error, intentional or otherwise, by more chips than had he taken all the hearts. The ordinary penalty is that a player making such a revoke, shall pay to the other players eight chips each, or twenty-four in all.

THE DOUBLE, OR THE EAGLE GAME OF HEARTS.

Of late, what is called the Double Game of Hearts is played. The rules of dealing, and everything else, are just the same as have been described, only there is increased value given to the hearts taken, and this way:

The Ace counts	14 chips.
The King "	13 "
The Queen "	12 "
The Knave "	11 "
The Ten "	10 "

The rest of the cards according to their spots, the deuce being two. It can be seen at once how the game augments when these extra values are given.

Another way of counting is to make:

The Ace counts	5
The King "	4
The Queen "	3
The Knave "	2

The remaining cards one chip each.

For beginners the regular game (each heart counting one) is the best to commence with.

When revokes are made in the Double or Eagle Game of Hearts, the penalties are, in proportion, much heavier than when the simple game is played. Forty chips to each of the other three players are exacted. For a revoke when the ace counts five, the king four, the queen three, and the knave two, fifteen chips to each of the other players is the penalty required.

GENERAL PHILOSOPHY OF THE GAME.

At the first conception of the game it would seem to be quite simple to play it; but to play Hearts well requires a certain amount of study and observation.

The player sorts his cards just as in Whist, and can generally at a glance tell whether he has a good hand or not.

Differing from most other games, a low hand is a good hand, especially a long suit which ends with a three and a deuce. On the contrary, a longish suit with high cards, ending, say, with an eight, is a bad one, for once a player has been forced to acquire the lead, he will take all the tricks in that suit, and his adversaries having no cards of that suit, will load him down with their hearts.

A typically-good hand would be to hold the thirteen hearts, providing it was not your lead. Then no one could make you take a heart; whereas, if it were your bad fortune to have the lead, you would be forced to take every card. The same would, of course, happen had you thirteen cards of any other suit, providing you had or had not to lead.

Singletons, only one card of a suit, give you ample opportunity to lead. A single ace, or single king, queen, or jack of any suit not hearts is a good card. Suppose you do take the tricks with your ace or king, if it is at the first or second round, then the next time it is played you can discard.

Though the main object of the game is to get rid of hearts, supposing you had the low hearts, it would be bad play to throw them out save under special circumstances, to be presently explained.

If you have low hearts your danger does not lay there, but in the other suits.

Eleven diamonds might have been played, leaving only the two and the three of diamonds in, and you might hold this small three. Your adversary has counted the diamonds, and will be certain to play the two, when you would be forced to take it with the three of diamonds, and the other two players would get rid of each a heart on your trick.

Any suit not ending with a two you may take a trick in, and as a corollary, no suit is absolutely safe that has not a deuce in it

Threes, fours, and fives, etc., are the lowest, of course, when the deuces have been once played.

Everything depends on the judgment shown in the leads and on the skill in the discard, and this judgment can only be acquired by keeping accurate account of the cards which have been played.

Sometimes, with a hand, deliberate judgment may be taken as to how it is to be played, but before the first three rounds are made very little can be told as to the future.

If suits are evenly divided, your idea of how the game will affect your hand may come nearly true and to your advantage; but should an adversary be long on the same suit and the others short, your winning game, as you supposed it would be, may turn out disastrously for you.

The hearts which fall to your adversaries must be carefully counted. The cases where the penalties have been described, inform the reader how two of the players may each have one heart, and the others, more hearts. A good player will scheme so as to give the person who has but one heart, another one, and then when the game is closed, the skilful performer having but one heart, and all the rest more than one, he takes all the chips and does not divide. Sometimes a good player will take a risk to carry out this plan, and may succeed, and, as often as not through greed or bad luck, will get worsted, and, instead of dividing the penalties, lose himself. This is the case where the discard of even a low heart may be given sometimes with telling effect.

If a player's cards other than hearts are high, it is wise to take tricks at once, because later on when other suits are led, adversaries may have discarded hearts, having managed to get short of some suits.

There is always a tendency in Hearts to keep back hearts until the last few rounds, which is as often as not an error.

A thirteenth card will, of course, bring three discards, or if at the end of the round you have three winning cards in your hand, you necessarily take the tricks, and the obnoxious hearts are showered on you.

Sometimes in a hand you may have the king of hearts and the deuce, and hearts may be led up to you, you being the last player. It is a question whether you should take the trick or pass it. If you take it, you will certainly have to pay for four hearts. If you do not and hearts are led again, you have refused to take the first trick having put in the deuce, then you will take the second trick with the king, for it is not likely that the ace will be played. How to play with these two cards, king and deuce or a high and low heart, will depend on the other cards you hold.

If you are short of a suit, it is wise to trust to fortune, for the person having taken four hearts, may have enough and change to something else.

Having, however, four hearts, taken by you in a trick, unless you have all the winning hearts, it is wisdom to drive the suit home, and divide your load, for it is more economical to pay a penalty for four hearts than for eight or more.

Sometimes want of courage ends in disaster.

There is a constant element of luck in all games of cards, and sometimes an apparently bad hand in Hearts turns out quite well, and you may take no hearts at all or only one or two, whereas on opening your hand, you firmly believed that the bulk of the hearts would be yours.

You have had a chance to discard, and have discarded with skill.

It often happens that two skilful players pick out one another as antagonists, and each holding a long suit are determined to wreck their respective fortunes. This is to your advantage, and you seize on the opportunity to disgorge your dreaded hearts to their detriment.

Suddenly they awaken to the consciousness that you are getting the better of their duel, and one of them gives you a heart. Now you have discarded your last heart, and you respond to their lead, by throwing off a high card of another kind.

When a suit is led, and a player responds with a deuce, it is to be understood that it is the last one he has, or next to the last, or that he is afraid to put in his higher card, fearing there may be a discard. On general principles this may be understood at the beginning of the game as a declaration of shortage.

If you have a long suit, beginning with the highest and ending with the lowest cards, there can be no use taking the trick, because you cannot be forced to take that lead in the suit unless you wish to. This, however, requires a careful study of the rest of your hand, for if, unfortunately, at the conclusion of the game you took a trick, and then were left with your long suit, you would have the game all your own; plentifully supplied with the hearts, your adversaries would shove on you.

Hearts, it may be remarked, is very amusing, because it is a game of pure selfishness, everybody looking out for himself.

There is no rule to be followed by the first player, for he changes his play according to circumstances.

The last player, of course, if he has to take the trick, secures it with his highest, because he, like all the rest of the players, wants to get rid of his highest cards.

A first-class player, at the opening of the game, may lead a king with impunity. Somebody, having the ace, will be pretty certain to take it, unless he be very long; then it behooves the person who leads to reflect who is long in that suit. It may be wise to stop the lead, and to find out

by other play and subsequent developments, who holds the particular suit with him.

The worst hand at Hearts is one with three or four high cards in every suit, in which case it is in exact opposition with Whist.

Single cards are excellent leads, whether high or low, for they are not to be considered as indications, like in Whist.

The skill in the game lies not alone in the leads, but more particularly in the discards.

The best player is one who always knows what cards are in, and, just as in Whist, there are Heart experts, who, with talented performers, can call the last eight cards in their adversaries' hands.

TO PLAY HEARTS WITH MORE THAN FOUR PERSONS.

Five persons can play Hearts, but the dealer does not give himself any hand, he playing only once in four games. As one of the charms of Hearts is its rapidity, the dealer has never long to wait before he plays.

Five may, however, play Hearts, each person receiving ten cards, and the last two cards, being concealed, turned face downward, or the two deuces of spades and clubs can be left out.

When three play, one suit may be left out, each player taking thirteen cards.

A better way is to take out the deuce of spades or any other deuce, and to give each player seventeen cards. It should be remembered then that one suit has only twelve cards. Another variation is to deal seventeen cards to each of three players, and to leave unturned the last card.

To conclude, Hearts is a most pleasant game, highly provocative of laughter, and is so entertaining that honest amusement can be found in it without any money stake.

PROGRESSIVE HEARTS.

As in Euchre, Progressive Hearts is an interesting game. There are twelve players at three tables. Four losers retire and there are eight. The sifting process takes place until there are only four players. The four play. There may be four prizes, the person losing the least chips having awarded to him the first prize. The prizes of less value may be given to the other players in proportion to their points. A booby prize presented to the person having lost most points, adds to the amusement of the game.

VINGT-UN.

VINGT-UN (twenty-one) may be played by two or more players; about six or eight is the best number. The cards bear the same respective values as in Cribbage. The tens and court-cards are each reckoned for ten; but *the ace in each suit may be valued as one or eleven*, at the option of the holder, according to the exigencies of his hand.

Having determined the deal by lot—which may be done simply by shuffling the pack, and then giving each player a card, the first possessor of the knave having the deal—counters or small stakes having been determined on, the dealer holds the pack with their faces beneath, and proceeds to give a single card to each player, and one to himself, all face downward. Each player then places his stake on his card, and the dealer distributes a second card all round, beginning in each case with the elder hand—his left-hand neighbor. The players then examine their hands, and the dealer looks at his own two cards, when, if he thinks fit, he may "challenge the board," receiving or paying from all whose hands are less or more than his own, up to twenty. Failing, however, to do this, he asks each one in succession if he wishes to have another card, or stand on the two he has. The usual phrase is—"Do you stand?" If the elder hand is content with his hand, he says "Content," and places his cards on the table, face downward, to await the result of the dealer's own cards. If he wants one or more cards he says so, and the dealer gives him from the top of the pack as many as he requires. If the court-cards, tens, etc., exceed twenty-one in number when added together, the player is said to have "over-drawn," in which case he must throw his cards into the centre of the table, and deliver his stake to the dealer. But if the pips and tens on all his cards make, when added up, twenty-one or less, he puts them face downward on the table, and waits the event of the round. And so with each player till all are served. The dealer then lays his own cards face upward on the table. He, too, has the privilege of taking other cards from the pack, should the number be not near enough to twenty-one to allow him to stand. When

he is satisfied with his hand, he says, "I stand," and all the players face their cards on the table. To all those whose hands are twenty-one or nearer to twenty-one than his own, he pays a stake equal to that originally placed on the single card: while he receives the stakes from all whose hands are less in number than his own, *including ties*. But to any player or players having an ace and a tenth card—which is termed a "natural Vingt-un"—he pays double stakes. The "natural" must always consist of the two cards first dealt. Should, however, the dealer himself have a "natural," he receives double stakes from all the players, and single from the ties. In this way the deal goes on till one of the players turns up a "natural," when he becomes dealer, and proceeds as before.

Twenty-one, whenever it consists of an ace and a tenth card, dealt in the first two rounds, entitles the player to double stakes from the dealer; and similarly from the players to the dealer, when the latter happens to get a natural. In the latter instance, the round is at an end on the dealer taking his second card, and he receives double stakes from all the players without the necessity of giving them a third card or more.

Ties pay to the dealer the stake ventured; but directly the player receives his second card he should look at it, and if he has obtained a natural he should declare it immediately. Thus he would get his vingt-un before the dealer had received his second card, and would therefore be entitled to be instantly paid, even though the dealer himself were fortunate enough to get an ace on his ten, or a tenth card on his ace.

The dealer has also the privilege of insisting on all the players doubling their stakes. This he commonly does if he has an ace or a tenth card in the first round, or when the stakes are too low to please him.

It is the duty of the younger hand to gather up the cards at the conclusion of each round in readiness for the next deal. In some companies the whole pack is dealt out before the cards are shuffled, the cards belonging to each round remaining on the table till the whole pack is exhausted. Generally, however, the pack is gathered up at the end of each deal, shuffled by the player at the left of the dealer, and cut by the player at his right. Sometimes, when the party is large, two packs are in use at the same time—one being shuffled and cut while the other is being dealt; or the two may be mixed together and played in the same manner as a single pack.

The dealer and each of the players has the privilege of making two hands, if the first two cards given him be of like character—as two nines, kings, aces, etc. In this case each party pays and receives on both hands. But in the case of a "natural" occurring in a doubled hand, the holder

receives only a single stake on each, because to obtain a "natural" the first two cards only may be counted.

Again: The dealer has the privilege of looking for the *brulet* at the commencement of each deal. The *brulet* consists of the top and bottom cards of the pack after it has been shuffled and cut. If a "natural" occurs in the brulet, the dealer receives double stakes from all the players except the ties, from which he takes singles. Of course he must not declare his "natural" till all the players have staked. But if he take the brulet, he is not compelled to stand upon it; but after he has dealt all the players as many cards as they demand, he may add to his own pair as many as he thinks fit.

The odds at Vingt-un of course depend upon the average number of pips and tens on two cards under twenty-one.

If the two cards in hand make fourteen, it is seven to six that the one next drawn does not make the number of points above twenty-one; but if the points be fifteen, it is seven to six against that hand. Yet it would not, therefore, always be prudent to stand at fifteen, for as the ace may be calculated both ways, it is rather above an even bet that the dealer's two first cards amount to more than fourteen. A "natural" vingt-un may be expected once in eight coups, when two, and twice in eight, when four people play, and so on, according to the number of players.

This is Vingt-un as most generally played; but in some companies the "natural" receives double stakes from all the players, and treble from the dealer.

One of the great advantages possessed by the dealer is the taking of all stakes on the ties. The game is therefore played occasionally with a provision that ties are exempt from payment. Again, it is generally admitted that the occurrence of a "natural" during the first deal does not cause its forfeiture, the dealer being allowed to continue his deal. This and other regulations must, however, be made by agreement among the players at the commencement of the game.

RULES OF VINGT-UN.

The rules of Vingt-un are by no means fixed; we give them, however, as the game is generally played.—EDITOR.)

1. The first deal must be determined by chance—as by cutting the cards, obtaining the first knave, etc.

2. Previous to the deal the youngest hand shuffles, and the eldest hand cuts.

3. The stake must be placed on the first card previous to the second round, and allowed to remain till the round is completed and the dealer exposes his cards.

4. In case of a misdeal, the stakes must be withdrawn and the cards dealt over again.

5. All ties pay to the dealer, except in the case of a "natural" being declared previous to the dealer obtaining his second card. Then the holder of the "natural" is entitled to receive double stakes immediately, before another card is played.

6. The holder of a "natural," after the first round, is entitled to the deal.

7. The dealer is at any time allowed to sell, and any player to purchase, the deal. The dealer may also pass the deal to any one desirous of having it.

8. The "natural" must consist only of an ace and a tenth card *dealt in the first two rounds.* In the case of double or treble hands, an ace and a tenth card form "acquired" and not "natural" vingt-uns, and receive or pay only single stakes.

(The *brulet*, or drawing a card from top and bottom, is rarely played in the United States.—EDITOR.)

9. The player who over-draws must immediately declare the fact, and pay his stake to the dealer.

10. In taking brulet the dealer is compelled to retain those two cards, but he may add to them if he wishes after all the players are served.

11. No stake can be withdrawn, added to, or lessened, after it has been once laid on the card; but it must be allowed to remain till the dealer declares he stands.

12. No stake higher than that agreed to at the commencement of the game is allowed.

QUINCE.

QUINCE is played by two persons, with a full pack of cards. The cards are shuffled by both players, and when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty to shuffle them again. Ace is lowest.

When this is done, the adversary cuts them, after which the dealer gives one card to his opponent and one to himself.

Should the dealer's adversary not approve of his card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number; which are usually given from the top of the pack. For example, if he should have a deuce, and draw a five, which amounts to seven, he must continue going on in expectation of coming nearer to fifteen. If he draw an eight, which will make just fifteen, he, as being eldest hand, is sure of winning the game. But if he over-draw himself, and make more than fifteen, he loses, unless the dealer should happen to do the same; which circumstance constitutes a drawn game; and the stakes are consequently doubled; in this manner they persevere until one of them has won the game, by standing and being nearest to fifteen.

At the end of each game the cards are packed and shuffled, and the players again cut for deal.

The advantage is certainly on the side of the elder hand.

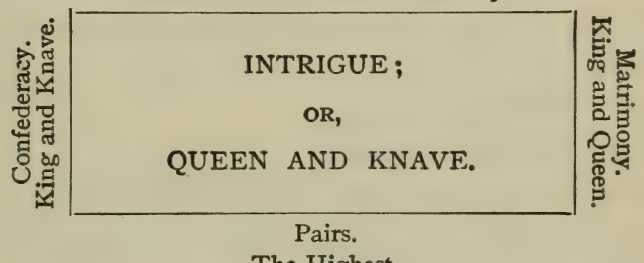
Quince may be played by more than two players.

SPECULATION.

SPECULATION is played with a whole pack, each card having the same value as at Whist. Counters are used. Three cards are dealt to each player, one at a time, face downward, the last being turned up as trumps. No player may look at his cards, or turn up out of his turn. The highest trump clears the pool. Previous to the deal the dealer stakes five, and each player three counters, or any larger number that may be agreed on; and the holder of every knave and five of each suit except trumps pays one counter to the pool. When the deal is completed, the eldest hand turns up his top card, and if it happen not to be a trump, the next player exposes his top card, and so on till a trump superior in value to the turn-up is shown. When a trump appears, its holder offers to sell, and the various players bid for it, and it then becomes the property of its purchaser, and the player next him to the right turns up, and so on till a better trump is shown, which its owner again offers and sells if he pleases; the holder of the highest trump in the round, whether held by purchase or in hand, winning the entire pool. The holder of the trump card has always the privilege of concealing his hand till a superior trump appears, or of selling either hand or trump. No person looking at his card out of turn can be allowed to take the pool, even if he hold the best trump. To play Speculation requires some judgment and memory. in remembering the cards out in the last deal, and the chances are against their reappearing in the round.

MATRIMONY.

THE game of Matrimony is played by several persons—by any number, in fact, from five to fourteen. The game consists of five chances, marked on a board or sheet of paper:



The deal is given to the lowest card cut. The stakes are determined—counters are generally used—and the dealer proceeds to place on each or any chance the sum he wishes to venture. The other players stake in like manner, but one counter fewer than the dealer. Then, if he stakes ten, they each place nine counters on the chance. Two cards are then dealt to each player, beginning with the elder hand (the left of the dealer), face downward. A third card is then dealt round, face upward. If ace of diamonds (best) be turned up, the holder of that card clears the board; but if it be merely held in hand, it ranks as the other aces. But if there be no ace of diamonds turned up, then the king or the next highest card in that suit wins the chance called *best*. The hands are then turned up, and the holders of intrigue, matrimony, etc., take the stakes placed on those points. When two or more players happen to hold like cards—as pairs, king, and knave, etc.—the elder hand wins the stake; but if any chance be not gained it stands over till the next deal; but the stakes may be increased on any unclaimed point. Remember that ace of diamonds is *best;* king and queen *matrimony;* king and knave *confederacy;* and any pair the *highest.*

CONNEXIONS.

THREE or four persons may play at this game. The cards bear the same value as at Whist; and if three play, ten cards are dealt to each; but if four, then only eight. Diamonds are always trumps, and the several *connexions* are:

1. The two black aces.
2. Ace of spades and king of hearts.
3. Ace of clubs and king of hearts.

The pool is made up by each player contributing a certain sum equally; and then, when the cards are dealt, each person takes up his hand. Supposing twelve cents be staked by each one, the holder of the first connexion is entitled to three cents; of the second to two cents; and of the third, or of the greatest number of tricks, a penny for each, or in similar proportion according as higher or lower stakes are agreed on.

A trump played in any round where there is a connexion, wins the trick—otherwise it is gained by the player of the first card of connexions; and after a connexion, any following player may trump without incurring a revoke, whatever suit may be led; the person holding a card of connexion is at liberty to play it, but the others must, if possible, follow suit, unless one of them can answer the connexion, which should be done in preference.

No money can be drawn till the hands are finished; then the possessors of the connexions are to take first according to precedence, and those having the majority of tricks take last.

CASINO.

Two, four, or six persons can play Casino. They can play partners or against one another. Twenty-one points is the game usually. The usual deck of fifty-two cards is used.

In dealing it is always better for the dealer to deal two to his adversaries, and two to the board, and then two to himself until all hands have four cards. Sometimes four at a time are dealt around, but this is not a good way.

If a card is faced or exposed during the deal, a new deal can be insisted upon. If in the last round a card is exposed, the player to whom the card belongs can force the dealer to take the card.

The player to the left of the dealer plays first. He can take any card from the board if he has a like card in his hand. He can place an ace and nine, a five and a five, a six and a four together and take them with a ten. He can combine cards in this way, and if he holds a card equal to the combination he can take all the cards used in the combination.

He can also build; that is, place upon a five on the board a five from his hand, announcing the build as ten or as fives. In the first case he must take it with a ten from his hand; in the latter, with a five. If his build amounts to nine, an adversary can play an ace from his hand upon it and call it ten, if he also has a ten in his hand. An adversary can only raise a build with a card from his hand.

If a player makes a build he cannot raise it, but he can have several builds on the board at the same time. If he has a build, and cannot take a card nor make another build on his turn to play, he must take the build. If in building the player fail to call the build, his adversaries have the right to disperse the cards and to use them as they see fit.

When all the cards have been dealt out and played, all the cards left on the table belong to the player taking the last trick.

The game is scored in this manner:

The player holding a majority of the cards counts three.

The player capturing Great Casino (ten of diamonds) counts two.

The player holding a majority of spades counts one.

The player capturing Little Casino (two of spades) counts one.

Each ace counts to the player holding it one.

The winner of a sweep counts for each sweep one.

A sweep is counted where all the cards are taken from the board.

The total number of points, not counting sweeps, possible on a hand is eleven.

If each player holds an equal number of cards, cards are not counted.

A variation of the game is to count knave as eleven, queen as twelve, and king as thirteen. With this exception the game is played as described.

TWENTY-ONE POINT CASINO.

Generally twenty-one points are agreed upon to constitute a game. It is not general to-day to count sweeps; but sweeps should be scored, as there is fine play made in the scoring of them.

THREE AND FOUR HANDED CASINO.

This game is played precisely like the two-handed one. The player who makes the points agreed upon first is winner. In the four-handed game there are partners.

POPE JOAN.

THIS game is played by any number, from three to a dozen, who use a round board, divided into compartments.

The eight of diamonds is first taken from the pack, and after settling the deal, shuffling, etc., the dealer *dresses the board*, by putting the counters or other stakes, *one* each to *ace*, *king*, *queen*, *knave*, and *game*; *two* to *matrimony*, *two* to *intrigue*, and *six* to the *nine of diamonds*, styled *pope*. This dressing is, in some companies, at the individual expense of the dealer, though, in others, the players contribute each two counters. The cards are then dealt round equally to every player, one turned up for trump, and about six or eight left in the stock to form *stops*; as, for example, if the ten of spades be turned up, the nine consequently becomes a stop. The four kings and the seven of diamonds are always fixed stops, and the dealer is the only person permitted, in the course of the

game, to refer occasionally to the stock for information what other cards are stops in their respective deals. If either ace, king, queen, or knave happens to be the turned-up trump, the dealer may take from the board the counters deposited in those compartments ; but if Pope be turned up, the dealer is entitled both to that and the *game*, besides a stake for every card dealt to each player. Unless the game be determined by Pope being turned up, the eldest hand begins by playing out as many cards as possible ; first the stops, then Pope, if he have it, and afterward the lowest card of his longest suit, particularly an ace, for that never can be led through. The other players follow, when they can, in sequence of the same suit till a stop occurs, when the party having the stop becomes eldest hand, and leads accordingly ; and so on, until some person parts with all his cards, by which he wins the pool (game), and becomes entitled, besides, to a counter for every card not played by the others. The holder of Pope, then in hand, is excused from paying. King and queen form *Matrimony;* queen and knave make *Intrigue*, when in the same hand. But neither these, nor ace, king, queen, knave, nor pope, entitle the holder to the stakes deposited in their several compartments unless played out. No claim can be allowed after the board be dressed for the succeeding deal. In all such cases the stakes remain for future determination. This game requires a little attention to recollect the stops made in the course of the play ; as, for instance, if a player begins by laying down the eight of clubs, then the seven in another hand forms a stop, whenever that suit be led from any lower card : or the eldest hand may safely lay it down, in order to rid himself of his cards.

NEWMARKET.

THIS is a modification of Pope Joan, and is played with 51 cards, the eight of diamonds, as in Pope Joan, having been taken from the pack. From another pack of cards, the ace of spades, the king of hearts, the queen of clubs, and knave of diamonds are taken, and secured to a board. Sometimes, where the game is regularly played, these cards are painted on a slip of canvas, which is placed on the table. As in Pope Joan, any number of people can play. The deal is determined by the person receiving the first knave. Prior to dealing, the players may make bets, by putting what counters they please on the four cards, ace of spades, king of hearts, queen of clubs, and knave of diamonds. They may put up chips on any one, or all of them. It is, however, optional, whether players

shall put up stakes on these four cards. The pack is dealt in rotation, as in Pope Joan, one at a time, one more hand being given, which is for stops. The stop hand is given after the dealer has his cards, just as all the other hands. The person after the dealer begins, and can select any suit he may like, but it is obligatory that it shall be the lowest card of a suit. As he puts the card on the table, he must call it. Then the person holding the next card in suit, announces his having it, and puts it on the table, naming it. Say a four is the lowest card of a diamond suit the player after the dealer has commenced with. Then the person having the five of diamonds follows, then the person having the six, and so on. This is obligatory. Stops naturally occur, as when the last of a suit is played—as the final kings, or when the seven of diamonds is put on the table, because there is no eight of that suit. In the stop hand are of course the wanting cards. When a stop is reached, then the playing of that suit closes. All cards played so far are faced, and the person who had the last stop card begins anew. When one player has been able to follow suit, and has no more cards left, he announces it by saying, "out." Then the game is closed, and the person who is out receives one counter for each card the other players still hold.

As to the four cards on which wagers have been made, the stakes on them belong to the player who happens to have the exact card, when he succeeds in making a stop with it. Say he has the king of hearts. A player before him has put up a queen of hearts, and he follows with the king of hearts. Having that king entitles him to take down all the wagers on the king. Should it happen that in the stop cards there be any of these special cards, the stakes wagered on them remain, and serve their purpose for the next round.

Newmarket requires some judgment to play properly. Having acquired Pope Joan, however, the methods of good play are the same.

SARATOGA.

THIS is a modification of Newmarket. The putting up of counters on the four cards, ace of spades, king of hearts, queen of clubs, and knave of diamonds, is obligatory. Each player furnishes a chip. The total is made into four parts, and one portion put on each card. The game proceeds as in Newmarket. If on any of the cards the chips remain after the round is played, they stay there, with the new additions, until they are won. All else is as in Newmarket.

BACCARAT.

BACCARAT is a game of pure chance, and bears some resemblance to Vingt-et-un or Twenty-one, but is much more rapid. The banker or the players win or lose as they approximate to a point, which is nine.

To play Baccarat a large oval table is used. Generally directly in front of the dealer or banker, a line is drawn across the table dividing it into two equal portions. Sometimes from a radial point before the banker lines are drawn to the edge of the table.

Any number of persons can play. They take places to the right or left of the line, the banker being in the middle. All who are on his right make their bets on two cards, all those on his left on two other cards. These two cards, to the right and left players and to the banker, may be supplemented by a third card to each, as will be presently explained. Differing from Vingt-et-un, only one new card can be taken.

In France, Baccarat is played with one pack of fifty-two cards; in the United States with three full packs. Whether one or three packs are used, the chances in the game remain the same. The only advantage of using three packs is that less time is lost in shuffling.

DEALING.

The cards are shuffled, and cut by as many of the players as may wish. The dealer may, at his option, say, "I will throw off three or four or six cards before opening the deal"—and can place these face upward on the table. These are dead cards, and do not affect the game in any way.

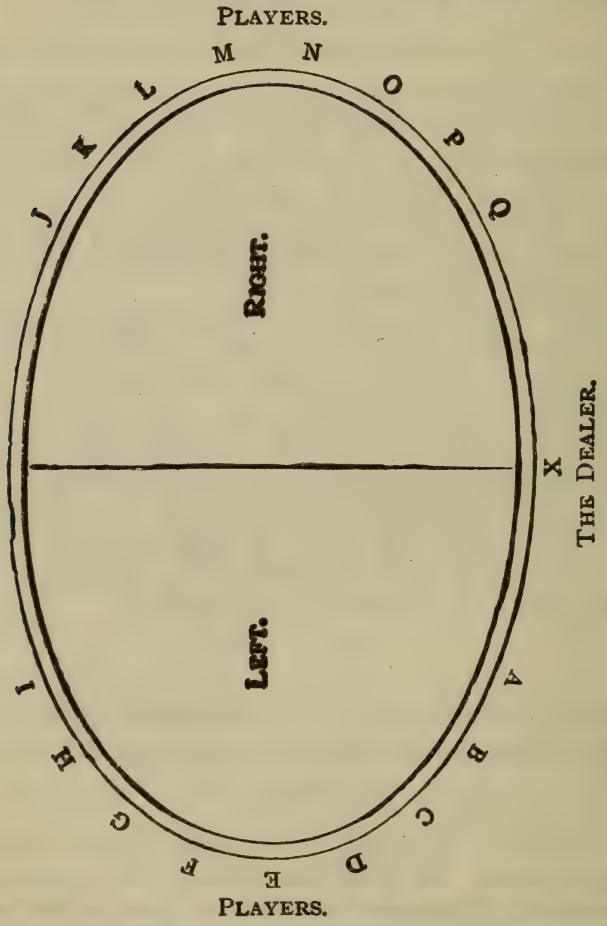
When the dealer begins, he gives first one card to his left to the player A, then one card to the player Q, both being the elder hands, then a third card to himself. He gives a second card to A, a second to Q, and a third to himself. There are only six cards given in this preliminary stage of the game.

Before any cards have been given bets are made. All the players on the left make their bets on the cards to be given to A, as do the players on the right, who make their bets on the cards Q is to receive.

After this the first round, it is B on the left and P on the right who get the next two cards; at the second round, C and O, and so on, until

finally the most distant players from the dealer, I and J, get their two cards. Then the dealer, who is the banker, begins with A and Q again, next to B and P, as before explained.

A BACCARAT TABLE.



X is the Dealer, or Banker.

A, B, C, D, E, F, G, H, I, are players to the left of the dealer, X, and all bet on two cards given them.

J, K, L, M, N, O, P, Q, players to the right, bet on two other cards given them.

X is the dealer. He takes also two cards.

OBJECT OF THE GAME.

Players and the banker try to get the point of nine. If the right-hand players have made a seven, the left-hand players a five, and the banker six, the bank would pay all the wagers made by the right-hand players, and would win all the wagers made by the left-hand players. The banker's six was one point less than the players on the right who had seven, and one point more than the players on the left, who had five.

HOW THE CARDS COUNT.

Nine is the highest winning point. Cards count ace, one; deuce, two, and so on according to their spots. The tens and all the picture-cards count ten. But a ten has no value in Baccarat. It neither increases nor diminishes the value of the cards.

EXAMPLE.



One and three make four. If a ten were given as the third card, one and a three and ten would be fourteen. Deduct ten from it, the total would still be four. The holder of the one three, and ten, has four. But the combination of ten may entirely destroy the value of the points found in the first two cards.

EXAMPLE.



The first two are the cards given, the total is four. Another card is asked for, and a six—any six—say the six of hearts is received. This counts as six; an ace is one, a trey is three, and a six is six—one and three and six make ten. Ten has no value, and the player has zero, or nothing. This point of ten is called Baccarat.

Take the case where the addition of a card may make the winning point, an ace and a three is four. If a five be received, then $1+3+5=9$, and nine is the winning point of Baccarat.

A player may receive two tens as the first two cards, and get, if he

asks for it, a third card, which is a ten, and he will have thirty—or three tens, which counts for nothing. He may, however, get a nine, or twenty-nine in all—then the tens counting nothing, he has the best point in the game, which is nine.

The leading hands are any combinations in which two cards make nine, or by ten being deducted from them leave nine. Thus a five and a four are a natural nine, as are one and eight, or two and seven, or three and six, or four and five, or two and seven, or three and six, or a ten or a picture-card and a nine. Two nines, being eighteen, deducting the ten is a good point, being eight.

This being understood, we will suppose that the game has been opened. The left-hand players have made their bets before taking any cards, and the right-hand players having done the same thing, the banker accepting the bets, cards are dealt, as before explained, one at a time, the left, the right, the banker, each getting a first card, then a second one.

The player A looks at his cards, and he represents the interests of all the left. The cards show a king and a deuce. The point a two. A must draw, for his point is seven less than nine. He gets an eight. He has twenty in count, which is nothing. Q, on the other side to the right, has an eight and a two, which is ten, or nothing. He draws a card—it is a nine. He has then nineteen. Deducting the ten, he has nine, which is the winning point. The banker draws a card or not, as he pleases. He may have a five and a two, which is seven. He stands. It would be too dangerous for him to expect to draw an ace or a deuce, to make him eight or nine. Should he draw a trey, that card would make him ten, or nothing. If it were a four, $5+2+4=11$, would make him one point only. He does not draw. He stands. The cards are shown after the points are announced, and the banker wins all the money staked on one side where there is twenty or nothing, and pays on the other side where there is nine.

Players should draw a card when they are four. The banker's game is different. He judges whether the players' hands have been augmented or diminished by the fall of the cards. He might stand at four and win, because the other sides have taken cards and may have not augmented their hands. If the sides stand, it is supposable they have at least five.

When either the players or the banker has a natural eight or nine, it must be announced at once, and shown. Example: The left has a two and a six, or a four and a five. The player announces eight or nine, as the case may be. The banker looks at his card, does not announce anything. The right-hand player has not nine or eight, or it would have been announced. He asks for a card, and may make nine with the third

card. The banker may draw a card and make nine. He pays the natural eight or nine, and it is a stand-off with the players who have made the same point.

No combination of three cards, if it even makes nine, is as good as a natural eight or nine. No double payments are made for naturals.

LAWS.

Only one card can be taken after the two original cards have been received.

Calling a hand, and making a mistake, brings with it no penalty, because, as in Poker, nothing is taken for granted. The cards must be shown.

Nine cards may be necessary when the last round is played. If there are only eight cards the play ceases. Cards are all gathered in, and a new deal begins.

Eight or nine made in the first two cards must be at once announced, as "eight," or "nine," and placed face up on the table.

The person representing the side of the table where he holds the cards, has a right to decide whether he will take a third card or not.

The banker must have money enough to meet any bet. If he has not he must retire.

The banker can decline continuing his bank when he pleases.

If the dealer turns over a card given to the player, he is bound to expose one of his own cards.

If he exposes two cards in dealing, he must show both his own cards, and then the players have the option of withdrawing their bets, or holding the banker to them.

BACCARAT CHEMIN DE FER.

This game is different from Baccarat Banque in that it is played with six packs of cards. The arrangement of the table and the players is the same in each game. Players draw lots for seats. Beginning with the croupier, each player in turn shuffles the cards. When they have made the round of the table, the croupier offers the cards to the player on the left to cut. He then takes part of the pack and passes them to the player on the right, who for the time is the dealer. The play from this point on is practically the same as in Baccarat Banque. If the banker should "pass the deal," the other players in rotation have a right to take the amount in it upon the retirement of the previous banker, but must open the bank with it. Should none care for the deal it goes to the player next to the right of the retiring banker, who can start the bank with any amount that suits him. The late banker is now regarded as the last in order of rotation. A player who has gone bank and lost is entitled to do so again on the following hand, although the deal may have passed to another player.

ÉCARTÉ.

DESCRIPTION OF THE GAME.

INTRODUCTORY REMARKS.

THE game of Écarté is played by two persons. A pack of cards is required from which the sixes, fives, fours, threes, and twos have been thrown out. It is more convenient to have two packs, each being used alternately. The packs should be differently marked or colored on the backs.

If three wish to join in the game they can do so by playing a *pool*. Each contributes an equal sum to the pool. All cut; the lowest is out; the other two play the first game. The loser of this game adds to the pool a sum equal to what he put in at first, and the person who was out takes his place. If the winner of the first game loses the second, he puts a stake in the pool and retires; and so on, till one player wins two games consecutively, when he takes the pool.

DEALING.

The players having cut for deal the pack is shuffled, and the non-dealer cuts it. The dealer reunites the packets, and gives five cards to each player. The cards are not dealt singly, but by two at a time to each, and then by three at a time to each, or *vice versâ*. In whichever manner the dealer commences to distribute the cards he must continue throughout the game. He may change the order at the commencement of a subsequent game on informing the non-dealer before the pack is cut.

The eleventh card, now the top of the pack, is turned up for trumps. Should it happen to be a king, the dealer marks one; otherwise the turn-up is of no value; it merely indicates the trump suit for that deal. The remainder of the pack after the trump card is turned up is called the *stock*. The stock should be placed to the dealer's left.

DISCARDING AND PLAYING.

The players now look at their hands. Should the non-dealer be satisfied with his cards, he may at once proceed to play them. But if he considers it to his advantage to exchange any or all of them, he *proposes*, saying, "I propose," or "Cards."

If the non-dealer proposes, the dealer has the option of changing any or all of his cards, and he signifies his intention of doing so by saying, "I accept," or "How many?" But if the dealer is satisfied with his hand he may *refuse* to give cards, saying, "I refuse," or "Play."

If the non-dealer plays without proposing, the dealer must also play without exchanging any cards.

When a proposal is accepted, the non-dealer separates from his hand the number of cards he desires to exchange, and places them face downward on the table to his right, at the same time naming the number discarded. The dealer also separates his discard, and places it to his right. The trump card is put aside, and the cards required by the non-dealer, to restore the number in hand to five again, are given him from the top of the stock. The dealer then helps himself to the number he has discarded.

If the non-dealer is still dissatisfied, he may propose a second time, saying, "Again," and the dealer may accept or refuse as before; and so on until the non-dealer has a hand that he wishes to play, or until the dealer refuses.

The next thing in order is for the non-dealer, if he holds the king of trumps in his hand, to mark one. He must announce the king before playing his first card, unless the card first played is the king, when he may announce it before it is played to.

After the discard, or, if there is no discard, after the deal, the non-dealer leads any card he thinks fit. His adversary plays a card to it; the two cards thus played constitute a *trick*.

If the dealer holds the king of trumps, he must announce it before playing, unless it is the card he first plays, when he may announce it before playing again.

The second player must not *renounce* if he holds a card of the suit led, —*i. e.*, he is bound to follow suit, if able; and he must win the trick, if he can. The highest card of the suit led wins the trick. The cards rank in the following order, beginning with the highest, king, queen, knave, ace, ten, nine, eight, seven. Trumps win other suits. Failing the suit led, the second player, if he has a trump, must win the trick by trumping. The winner of the trick leads to the next, and so on till the hand is played out.

SCORING.

The score accrues from turning up or holding the king, as before explained, and from winning the majority of tricks.

The player who wins three tricks out of the five gains the *point*, and scores one. If he wins all five tricks he gains the *vole*, and scores two. Winning four tricks is no better than winning three.

If the non-dealer plays without proposing, and fails to make three tricks, his adversary scores two, just the same as though he had won a vole. Losing the vole is of no further consequence in this case, as whether the adversary makes three tricks or five, he scores two.

Similarly, if the dealer refuses cards, and fails to win three tricks, his adversary scores two.

The rule as to playing without proposing and as to refusing, only applies to the first proposal or refusal in each hand. Playing without proposing a second time, or refusing a second proposal, does not entail any penalty.

The game is five up,—*i. e.*, the player who first obtains five wins the game.

The score is most conveniently marked by means of counters, four being required by each player. The score should be marked to the player's right; and the counters not in use should be placed to his left.

HANDS TO BE PLAYED WITHOUT PROPOSING.

It is generally deemed advantageous to risk hands where the odds are two to one, or nearly so, in favor of winning the point. These hands, called *Jeux de Règle*, and the mode of playing them are as follows:

[Spades are trumps throughout. The score is assumed to be love-all.]

No. 1.—Any hand with three or more trumps.

Lead the highest trump.

No. 2. 

Two trumps, and three cards of a suit.

Lead the highest card of the suit not trumps, and continue until trumped.

If one of the trumps is the king, ask for cards.

No. 3. 

Two trumps, queen and another of a suit, and a small card of a third suit.

If the trumps are high, lead the guarded queen; if low, lead the single card, in hopes of forcing, and of being led to in the guarded suit.

If one of the trumps is the king, ask for cards. But with king and another trump, queen and another of the second suit, and an honor in the third, the hand should be played.

With queen in each of the three suits, begin with the queen of trumps, as, if the king is encountered, the other suits are led up to.

If the guarded plain card is a king, lead the king.

No. 4. 

Two trumps, eight, seven of a suit, and king of a third suit.

Commence with the highest guarded plain card, and if it wins continue the suit.

If one of the trumps is the king, ask for cards.

With similar but rather stronger hands—as, for example, king and another trump, queen, knave of the second suit, and a knave—commence with the guarded queen, and then, if it wins, play the king of trumps.

Hands of intermediate strength between No. 3 and No. 4 should be played, viz.: two trumps, knave, ace of one suit, and eight of another; or ace, ten of one suit, and ten of another; or ten, nine of one suit, and knave of another; or nine, eight of one suit, and queen of another. Lead the highest guarded plain card.

No. 5. 

Two trumps, a king, a knave, and a seven of different suits. Lead the single king.

Similarly, hands containing king, ace, nine, of different suits, or king and two tens of different suits from the king, should be played.

Also hands containing two queens; queen, knave, ace of different suits; or three court cards. In all these hands the highest single card should be led.

No. 6. 

One trump, a tierce major, and a small card of a third suit.

Lead one of the tierce, and continue the suit. If trumped, the lead is regained with the trump. If not trumped, play the tierce major and then the trump.

If the trump is the king, commence with the trump.

If the trump is the queen, and the king is not declared after the lead, then play the queen, except at the point of four (see Effect of Score).

With king, queen, and a small card of the strong suit, the hand should not be played unless the other card out of trumps is an honor, or the cards held are king, queen, ace, and eight or nine of the third suit; or king, queen, ten, and another ten.

No. 7. 

One trump, and king with three small cards of the same suit as the king.

Lead the king, and continue the suit.

If the trump is the king, ask for cards.

If the trump is the queen and the king is not declared after the lead, then play the queen, except at the point of four (see Effect of Score).

No. 8. 

One trump, a queen single, and a queen with two small cards.

Start with the guarded queen, and continue the suit; if trumped, play it again on obtaining the lead.

If the trump is the king, ask for cards, unless the guard to the queen is at least as high as the ten.

If each queen is singly guarded, ask for cards, unless one of the guards is at least as high as the ten.

No. 9.—Four court cards, except the four knaves; but play four knaves if the knave of trumps is guarded (*Jeu de Règle* No. 5). As a general rule, commence with the guarded card of the strongest suit out of trumps.

No. 10.—Hands from which only two cards can be discarded without throwing a king or a trump; also hands guarded by a queen in three suits.

The same general rule as before. Thus, with no trump and three queens, begin with a guarded queen.

If the king of trumps is not in hand the discard of two cards is almost always bad, as the adversary has the advantage of being able to exchange five cards against two. But with the king of trumps in hand a player may discard more freely until he gets cards that answer his purpose, as pointed out in the list of *Jeux de Règle*.

Hands stronger than those enumerated should be played without proposing. There is one exception to this rule. If the non-dealer holds cards which *insure* the point, he should propose even for one card, unless he holds all court cards and trumps. For by proposing he has the chance of a refusal, which gives him two points for three tricks; and if the proposal is accepted, and he takes in one good card, it may give him the vole.

Also, having proposed once, and holding the point certain, it is often good play to propose again, for the chance of the vole. It is almost always right for the non-dealer to ask for cards a second time if he has queen of trumps single and a weak hand.

When a player does not play his hand, he should throw out all cards except trumps and kings.

HANDS WITH WHICH TO REFUSE.

The general rule for the dealer is to accept, unless he is guarded in three suits, or is guarded in two suits, and has a trump. A queen in each of three suits is a sufficient guard.

Jeu de Règle No. 1.—Refuse, unless one of the trumps is the king.

No. 2 should not be played unless the plain suit is headed by a court card. Accept with king in hand.

Nos. 3 and 4, and the intermediate hands, should be played; but if the king is in hand, accept. Play No. 5.

No. 6 should not be played unless the single card is a court card. With similar hands (see *Jeu de Règle* No. 6), accept, unless the single card is king or queen.

Nos. 7 and 8 are too weak to be played. But refuse on No. 8 if both queens are singly guarded.

Also, play one trump, queen of one suit, and knave guarded of an

other, if the fifth card guards the queen, or is a court card: accept if the trump is the king.

Play one trump and two kings: or one trump, with king and queen of different suits, one being guarded. Accept if both are unguarded, unless with a card at least as high as ace in the fourth suit.

No. 9.– If the court cards are of three different suits refuse, but if not, give cards.

No. 10.—Refuse with three queens if two are singly guarded, otherwise accept. Also, refuse on hands from which only two cards can be discarded without throwing a king or a trump, unless king of trumps is in hand.

GENERAL RULES FOR PLAYING.

The general system of play is to lead from two or more of a suit, and to lead the highest. The lead from a strong suit is the one most likely to force the adversary; and, if the trumps are equal, the first force will probably win the point.

But, when playing a weak hand after a refusal, with no hope of the point, and fear of the vole, it is right to lead the strongest single card, so that the guarded suit may be led up to. The rule does not apply to a king, which in such case should be played out at once. Having only one queen guarded, or one knave guarded, it is never right under these circumstances to lead the guarded card. For example: with a queen single, a queen guarded, and two worthless cards. Cards are refused. Lead the single queen. A further advantage of leading in this way is that the player will not be embarrassed at the end of the hand as to which queen he shall keep.

If the strong suit led is not trumped, it should, as a rule, be persevered with. But if the leader has the king of trumps, or queen (king not having been declared in the other hand), or knave and ace, it is advisable to take out a trump before going on with the suit (see, however, Effect of Score, last par.).

Another exception to persevering with the suit is when playing for the vole with a weak trump, and high cards in the other suits. In this case the play is to change the suit each time, as the best chance of avoiding a ruff. If three tricks are made in this way, then the single trump should be played.

When playing with two trumps and an unguarded king, it is usually recommended to begin with a low card rather than with the king. If the

low cards are of the same suit, it is the game to begin with them ; but if of different suits, the king is the best card to play.

Trumps should not be led at starting, even though the best suit in hand, unless the leader holds king ; or queen, knave ; or knave, ace ; with court cards out of trumps (see also *Jeux de Règle* for hands with which to commence with a trump). Holding three trumps, the two highest being in sequence, it is always the game to commence with a trump.

If cards are refused, it is better to play from two small consecutive cards than from a high tenace. Thus : the leader has king, nine of hearts, king of clubs, and eight, seven of diamonds. Spades are trumps. He proposes and is refused. He should lead a diamond. Again : the leader has king of spades (trumps), eight and seven of clubs, and queen, and seven of hearts. He proposes and is refused. He should lead the king of trumps and then a club.

Having made two tricks and remaining with the queen of trumps and two small ones (the king having been declared in the other hand), the leader, by playing a small trump, must make the point.

Having made two tricks, and finding the adversary has no trump, it is better to lead a king than a trump. Then lead the trump, and the adversary, if he has another card of the king suit, will be in doubt whether to keep that suit or not ; whereas, had the trump been led first, he would unhesitatingly have kept the suit in which he was guarded. The principal advantage of this mode of play is when the king led is guarded. But the king should equally be played if single, as if the method is only pursued when the king is guarded, the adversary will of course keep that suit.

EFFECT OF THE SCORE.

When the dealer is at four, any hand should be played without proposing, which gives an even chance of three tricks—*e. g.*, a queen, a guarded knave, and a guarded ten ; or, in the language of the card-table, "play a light hand against four." If the point is lost, the adversary wins the game in any case, and by not changing cards all chance of his taking the king is avoided. When the non-dealer is at four, the dealer should also refuse on a light hand ; but he ought to have some protection in three suits, as for instance three knaves, or a knave and two guarded tens.

The dealer being at four, it is advisable for the non-dealer to play any hand which contains one trump, unless the cards out of trumps are of different suits and very small ; and also for the dealer to refuse cards if he holds a trump when his adversary is at four. With one trump and four small cards of a suit the non-dealer should play at this point of the game, but the dealer should not.

Again: if the dealer is at four, the rule to ask for cards with three certain tricks in hand does not hold, unless the player proposing has the king of trumps.

If the non-dealer plays without proposing when he is at four to the dealer's three, the dealer if he holds the king ought not to mark it; for if he wins the point he scores two and the game; and marking the king would but unnecessarily expose his hand. The same rule applies to the non-dealer, if the dealer refuses cards when he is at four and his opponent at three.

At the same score (dealer four to three), the dealer should refuse on a light hand, notwithstanding that the loss of the point will then lose him the game. The reason is that the player proposing at this score must have very bad cards. This rule, though important, is often disregarded, even by players of some experience.

At four a forward game should not be played in trumps, as there is no advantage in winning the vole. Thus, with *Jeu de Règle* No. 6, if the trump is the queen the leader should continue the suit and not play the trump after passing the king of his suit. By playing in this way it is possible to make three tricks, even against two trumps in the other hand. For if the adversary holds knave and another trump, and trumps the second card of the strong suit, he will probably lead his knave to pass his other cards. If he does so he loses the point.

HINTS TO BEGINNERS.

Always shuffle your adversary's pack so as to separate every card. The reason is that the cards get packed in suits in the course of play, and if the pack is not well shuffled the trump card will not improbably be of the same suit as the cards immediately preceding it, which cards are in the dealer's hand.

For a similar reason, it is to the advantage of the dealer to deal the hands by two and by three rather than by three and by two.

A player having the king in his hand, should not announce it till the last moment. The non-dealer should not announce the king till in the act of leading his first card; and the dealer should not announce the king till after his adversary has led.

If about to propose with doubtful cards, it is important to propose quickly, as hesitation exposes the nature of the hand. It is especially necessary to be prompt when proposing with the point certain.

THE ODDS AT ÉCARTE.

The deal is of no advantage at Écarté, notwithstanding that the dealer's chance of marking the king, as against the non-dealer's, is 66 to 35, or not quite 2 to 1. This advantage, however, in the opinion of experienced players, is more than counterbalanced by the advantages of the lead and of the option of proposing.

When the scores are equal, even money is commonly laid. At unequal scores, the odds—in the language of Écarté players—are always "on the table"—*i. e.*, the score each player has to make is laid against him. For instance, at one to love, the betting is 5 to 4 on the player who has scored; at three to one, the betting is 4 to 2 on the player who is at three; and so on. The layer of odds is considered to have a slight advantage throughout, except at the point of three with the deal against two, when 3 to 2 is a bad bet to lay; also at four with the deal to three, 2 to 1 is bad for the layer.

TABLE OF ODDS.

SCORE.	ODDS.	SCORE.	ODDS.
Love all	Even	2 all	Even
1 to 0	5 to 4	3 to 2	*3 to 2
2 to 0	5 to 3	4 to 2	3 to 1
3 to 0	5 to 2		
4 to 0	5 to 1	3 all	Even
		4 to 3	†2 to 1
1 all	Even	4 all	Even
2 to 1	4 to 3		
3 to 1	4 to 2	* Bad to lay if 3 has the deal.	
4 to 1	4 to 1	† Bad to lay if 4 has the deal.	

LAWS OF ÉCARTÉ.

These laws are condensed from Cavendish's rules, which have been adopted by all the leading clubs of England.

Each player may shuffle the cards. A cut must consist of not less than two cards. If more than one card is exposed there must be a new cut. The player cutting the highest Ecarte card deals and has choice of cards and seat also.

If the dealer exposes an opponent's card the latter can demand a new deal, if he makes demand before looking at his cards. A faced card voids the deal, unless it happens to be the eleventh or trump card. If a mistake in dealing is made and discovered before one trump card is turned, the non-dealer may demand a new deal. If either player deal out

of turn or with the wrong pack, the deal is void. After the deal is completed it must stand. If two or more cards are turned up by the dealer, his adversary, if he has not looked at his hand, can decide which card shall be trump or he may demand a new deal.

If a non-dealer finds that he has too many cards when the deal is completed, he may demand a fresh deal or discard his extra cards, provided he has neither proposed nor led a card; if he has too few he may demand a new deal or have his hand completed from the stock. If the dealer has too many or too few cards, the non-dealer can demand a new deal, or draw the extra cards from the dealer, or permit the dealer to fill his hand from the stock. This can be done only in case the non-dealer has not refused, accepted, nor played the first trick.

A player cannot look at the cards he has discarded. If a player takes more cards than he has discarded, his adversary can demand a new deal. If he takes fewer cards he must play with his hand incomplete. If more cards or fewer cards are given the non-dealer than he asked for, it is optional with him whether he demand a new deal. The same rule applies to the dealer. If the elder hand, after several changes of cards, proposes again, and the dealer accepts without considering whether there are enough cards in the stock, the former may take as many cards therefrom as he wishes. The dealer may then take the remainder.

After discarding, both players are entitled to see any faced cards in the deck. If a king is turned up the dealer can mark it at any time before the trump card of the succeeding deal is turned up. If either player has king of trumps he must announce it before playing his first card or he cannot mark it. If either player play with an incomplete hand, his adversary can count as tricks cards which his opponent cannot cover. A player leading a card in turn cannot take it up again, unless it is led in reply to a lead, when it can be retaken before another card is led, if the player has revoked or failed to win a trick he could have won. If a player play out of turn he must take up his card, unless it is covered, when the trick holds good. A player who throws down his cards shall lose a point if he has taken a trick, and two if he has not. He may be considered to have thrown them down if he lowers them so as to give his adversary the idea that he has given up. When a player revokes or underfaces, his opponent may demand that the cards be played over again.

In England bystanders are not permitted to interfere, while in France those covering stakes may call attention to mistakes, advise a player they are backing, or play out the game of a player who resigns. Advice can be given by pointing only, and neither cards nor suits may be named.

ROUNCE.

A FULL pack is used. The values are as in Whist, and a trump is turned. Five players make a good game of Rounce; more than nine cannot play. The deal is determined by cutting for the highest card. Five cards are dealt by twos and threes to each person, but the dealer gives a sixth hand before helping himself, and this is a dummy composed of six cards. When all have five cards each, and the dummy six, then the last card is turned, which is the trump. The deal goes to the left. The object is for each player to make as many tricks as he can. The age may take the dummy or not, as he pleases, or he may be contented with his five cards. If he elects neither to play nor to use the dummy, he says, "I pass." If he plays, he says, "I play." If the player passes he has no interest in the pool, to which every player has contributed one or more chips. If the dummy is taken, there being six cards, one is discarded. If every player says, "I pass," and the dealer chooses to play, the elder hand is forced to play. The dealer has the right to the turned up trump, discarding one of his cards.

The game is fifteen. Generally it is played with a bit of chalk on a table. Three St. Andrew's crosses are made, like this × × ×. As a point is scored, a portion of the crosses effaced thus ⁚ ⁙ ×, would mean that the player had made five points. Every trick made scores one point, and must be marked at once. If a person playing makes no trick at all, he adds five points to his score. Thus, starting with fifteen, a player may have twenty points to make, or five more to get rid of than what he commenced with.

In playing, the age leads, the rest following suit. It is optional to trump or not to trump. Suits must be followed. The player winning a trick must follow with a lead of trumps, providing he has one. If he has no trumps, he may lead what he pleases.

RULES.

The rules of dealing are as in Whist, but the penalties for mistakes are that the dealer adds five points to his score, and is rounced.

The exposure of a card, or playing out of turn, makes the player rounced.

If no one will play against the dealer, he takes off five points from his score.

A revoke brings with it rounce. If a player does not lead trumps after taking a trick he is rounced.

The pot belongs to the first player who has effaced his fifteen points.

JACK-POT ROUNCE.

This is played in the same way as regular Rounce, only the dealer foregoes the advantage of his trump, if he desires to do so, and no one is forced to play against him. Then each player contributes one chip more to the pot, and the game continues as before. Another variation of the game is to oblige every one to play on the third round, and in this way the game is brought more rapidly to a conclusion.

SHORT RAMSCH.

Ramsch is a modification of Rounce. It may be played just as in Rounce, with thirty-two cards, four or five persons, with a dummy of six cards; the last card being the trump.

GERMAN RAMSCH.

This is like Rounce, and played with thirty-two cards. A player after taking one trick, leads trump; but if he take a second trick consecutively, he need not play trumps. Occasionally what is called Blind Rounce, is played. A player then has no trump, but takes the lowest card in his hand, places it face down on the table, when the other players must put on their trumps. The modifications of Ramsch are endless.

SKAT RAMSCH.

(See Skat.) The four matadores are the highest cards, in their regular order. Jack of clubs, then spades, hearts, and last diamonds. After that the aces, then the kings, queens, and tens. Aces and tens count, however, as in Skat. The player having the highest number of points loses; paying, if he has all the points, fifteen chips to each player, but less than all the points, ten chips to each. By general consent Ramsch is not played in the game of Skat.

ORDER OF PLAY AT SKAT.

As Skat is being played in the United States, and the beauties of the game discovered, the tendency is to make the declares not backwards as in Germany, but in the same direction as are all games of cards played in the United States. Why should you deal at Skat to your left, and declare to your right? This is the only innovation as to declarations which the Editors of Hoyle's Games can allow, in a game in which they believe they have helped to introduce into the United States.

MONTE.

THIS is the favorite Mexican and Cuban game, and is played with Spanish cards. Whereas our cards number fifty-two, Spanish cards, leaving out the tens, eights, and nines, have forty cards. After shuffling, the banker takes two cards from the bottom of the pack and lays them on the table, face up, putting them close together. These two cards are known as the bottom lay-out. The punters now bet on these two cards. The dealer next takes two cards from the top of the pack and places them on the table. The punters may bet on these if they wish to, or any card in the lay-out. The pack is now taken and held in the banker's hand, face upward. What was the bottom card is now on top. This is known as the top card. There being four lay-out cards, if the card shown on the top be of the same kind, the punter wins one-half of his stake. If it is not, the banker wins the entire stake. The banker draws the cards one by one, until the whole thirty-six cards have been shown. This concludes a deal. A punter may wager what he pleases against the bank, the only limit being what amount is in the bank. The percentage in favor of the bank is very large. If equal amounts were always wagered on the four cards of the lay-out, it would be even more in his favor.

SLOBBERHANNES.

A EUCHRE pack is used, and is dealt two at a time to four players, each player receiving eight cards. No trump is made. It is not a game of partners. The value of cards is as in Whist. Suits must be followed; if not, any card may be put on a trick.

Slobberhannes is a game where the endeavor is made to take no tricks or make no points. Ten being the losing score, tricks and certain cards count points against the player who secures them. To make ten first is to lose the game.

Taking the first trick counts one against the player making it. The last trick made counts another. Any player making the queen of clubs has a point scored against him. Should a player take the first trick, the last one, and get the queen of clubs among his tricks, instead of three, he has one more point added to his score, and is declared Slobberhannes. In some respects Slobberhannes resembles Hearts.

If a player revokes he is further penalized and one point is added to his score.

QUADRILLE.

THE game of Quadrille is played by four persons, and the number of cards required is forty; the four tens, nines, and eights being discarded from the pack. The deal is made by distributing the cards to each player, three at a time for two rounds, and four for one round, commencing with the right-hand player—the elder hand.

The trump is made by the person who plays, with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit so named becomes trumps.

The two following tables will show the rank and order of the cards when trumps, or when not so:

RANK AND ORDER OF THE CARDS WHEN TRUMPS.

CLUBS AND SPADES.

Spadille, the ace of spades.
Manille, the deuce of spades or of clubs.
Basto, the ace of clubs.

King.	Six.
Queen.	Five.
Knave.	Four.
Seven.	Three.

11 in all.

HEARTS AND DIAMONDS.

Spadille, the ace of spades.
Manille, the seven of hearts or of diamonds.
Basto, the ace of clubs.
Punto, the ace of hearts or of diamonds.

King.	Three.
Queen.	Four.
Knave.	Five.
Deuce.	Six.

12 in all.

RANK AND ORDER OF THE CARDS WHEN NOT TRUMPS.

CLUBS AND SPADES.		HEARTS AND DIAMONDS.	
King.	Five.	King.	Three.
Queen.	Four.	Queen.	Four.
Knave.	Three.	Knave.	Five.
Seven.	Deuce.	Ace.	Six.
Six.		Deuce.	Seven.
9 in all.		10 in all.	

Thus it will be seen that spadille and basto are always trumps; and that the red suits have one trump more than the black, the former twelve, and the latter only eleven.

Between spadille and basto there is a trump called manille—in black the deuce, and in red the seven; they are the second cards when trumps, and the last in their respective suits when not trumps. Example: the deuce of spades being second trump when they are trumps, and the lowest cards when clubs, hearts, or diamonds are trumps, and so of the rest.

Punto is the ace of hearts or diamonds, which are above the king, and the fourth trump when either of those suits are trumps, but are below the knave and ace of diamonds or hearts, when they are not trumps. The two of hearts or diamonds is always superior to the three; the three to the four; the four to the five; and the five to the six; the six is only superior to the seven when it is not trumps; for when the seven is manille it is the second trump.

There are three matadores, viz., spadille, manille, and basto, whose privilege is, when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper; provided, however, that the trump led is of an inferior value; but if spadille should be led, he that has manille or basto only is compelled to lead it, which is the case with basto in respect to manille, the superior matadore always forcing the inferior.

TERMS USED IN QUADRILLE.

TO ASK LEAVE is to ask leave to play with a partner, by calling a king.

BASTO.—The ace of clubs, always the third best trump.

BAST is a penalty incurred by not winning when you stand your game, or by renouncing; in which cases you pay as many counters as are down.

CHEVILLE is being between the eldest hand and the dealer.

CODILLE is when those who defend the pool make more tricks than those who defend the game, which is called winning the codille.

CONSOLATION is a claim to the game, always paid by those who lose, whether by codille or demise.

DEVOLE is when he who stands the game makes no trick.

DOUBLE is to play for double stakes with regard to the game, the consolation, the sans prendre, the matadores, and the devole.

FORCE.—The ombre is said to be forced when a strong trump is played for the adversary to over-trump. He is, likewise, said to be forced when he asks leave, and one of the other players obliges him to play sans prendre; or pass, by offering to play sans prendre.

FORCED SPADILLE is, when all have passed, he who has spadille is obliged to play it.

FORCED SANS PRENDRE is, when having asked leave, one of the players offers to play alone, in which case you are obliged to play alone or pass.

FRIEND is the player who has the king called.

IMPASSE.—To make the impasse is when, being in cheville, the knave of a suit is played, of which the player has the king.

MANILLE is, in black, the deuce of spades or clubs; in red, the seven of hearts or diamonds, and is always the second best trump.

MARK means the fish put down by the dealer.

MILLE is a mark of ivory which is sometimes used, and stands for ten fish.

MATADORES, or MATTS, are spadille, manille, and basto, which are always the three best trumps. False matadores are any sequence of trumps, following the matadores regularly.

OMBRE is the name given to him who stands the game, by calling or playing sans appeler or sans prendre.

PARTY is the duration of the game, according to the number of tours agreed to be played.

PASS is the term used when you have not either a hand to play alone, or with calling a king.

PONTO, or PUNTO, is the ace of diamonds, when diamonds are trumps; or hearts, when they are trumps, and is then the fourth trump.

POOL.—The pool consists of fish staked for the deals, or the counters put down by the players, or the basts which go to the game. To defend the pool is to be against him who stands the game.

PRISE is the number of fish or counters given to each player at the commencement of the game.

RÈGLE is the order to be observed at the game.

REMISE is when they who stand the game do not make more tricks than they who defend the pool, and then they lose by remise.

RENOUNCE is, not to play in the suit led when you have it; likewise, when not having any of the suit led, you win with a card that is the only one you have of that suit in which you play.

REPRISE is synonymous with party.

REPORT is synonymous with reprise and party.

ROI RENDU is the king surrendered when called and given to the ombre, for which he pays a fish; in which case, the person to whom the game is given up must win the game alone.

SPADILLE is the ace of spades, which is always the best trump.

SANS APPELER is playing without calling a king.

SANS PRENDRE is erroneously used for sans appeler, meaning the same.

TENACE is to wait with two trumps that must make when he who has two others is obliged to lead, such as the two black aces against manille or punto.

TOURS are the counters, which they who win put down, to mark the number of coups played.

VOLE is to get all the tricks, either with a friend or alone, sans prendre, or declared at the first of the deal.

LAWS OF QUADRILLE.

1. The cards are to be dealt by fours and threes, and in no other manner. The dealer is at liberty to begin by four or three. If in dealing there is a faced card there must be a new deal, unless it is the last card.

2. If there are too many or too few cards, it is also a new deal.

3. For dealing wrongly, the dealer must deal again.

4. He who has asked leave is obliged to play.

5. No one should play out of his turn; if, however, he does, he is not basted for it, but the card played may be called at any time in that deal, provided it does not cause a revoke; or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.

6. No matadore can be forced but by a superior matt; but the superior forces the inferior, when led by the first player.

7. Whoever names any suit for trumps must abide by it, even though it should happen to be his worst suit.

8. If you play with eleven cards you are basted.

9. If you play sans prendre, or have matadores, you are to demand

them before the next dealer has finished his deal, otherwise you lose the benefit.

10. If any one names his trump without asking leave, he must play alone, unless the youngest hand and the rest have passed.

11. If any person plays out of his turn, the card may be called at any time, or the adversary may call a suit.

12. If the person who won the sixth trick plays the seventh card, he must play the vole.

13. If you have four kings, you may call a queen to one of your kings, or call one of your kings; but you must not call the queen of trumps.

14. If a card is separated from the rest, and it is seen, it must be played, if the adverse party has seen it, unless the person who separated it plays sans prendre.

15. If the king called or his partner plays out of his turn, no vole can be played.

16. No one is to be basted for a renounce, unless the trick is turned and quitted; and if any person renounces and it is discovered, if the player should happen to be basted by such renounce, all the parties are to take up their cards and play them over again.

17. Forced spadille is not obliged to make three tricks.

18. The person who undertakes to play the vole has the preference of playing before him who offers to play sans prendre.

19. The player is entitled to know who is his king called, before he declares for the vole.

20. When six tricks are won, the person who won the sixth must say, "I play—or do not play—the vole"; or "I ask"; and no more.

21. He who has passed once has no right to play after, unless he has spadille; and he who asks must play, unless somebody else plays sans prendre.

22. If the players show their cards before they have won six tricks, they may be called.

23. Whoever has asked leave cannot play sans prendre, unless he is forced.

24. Any person may look at the tricks when he is to lead.

25. Whoever, playing for a vole, loses it, has a right to stakes, sans prendre, and matadores.

26. Forced spadille cannot play for the vole.

27. If any person discover his game he cannot play the vole.

28. No one is to declare how many trumps are out.

29. He who plays and does not win three tricks, is basted alone, unless forced spadille.

30. If there are two cards of a sort, it is a void deal, if discovered before the deal is played out.

MAXIMS FOR LEARNERS.

When you are the ombre, and your friend leads from a matt, play your best trump, and then lead the next best the first opportunity.

If you possess all the trumps continue to lead them, except you hold certain other winning cards.

If all the other matts are not revealed by the time you have six tricks, do not run a risk in playing for the vole.

When you are the friend called, and hold only a matt, lead it; but if it is guarded by a small trump, lead that. But when the ombre is last player, lead the best trump you possess.

Punto in red, or king of trumps in black, are good cards to lead when you are best; and should either of them succeed, then play a small trump.

If the ombre leads to discover his friend, and you have king, queen, and knave, put on the knave.

Preserve the suit called, whether friend or foe.

When playing against a lone hand, never lead a king, unless you have the queen; nor change the suit: and prevent, if possible, the ombre from being last player.

You are to call your strongest suits, except you have a queen guarded: and if elder hand, you have a better chance than middle hand.

A good player may play a weaker game, either elder or younger, than middle hand.

MODE OF PLAYING QUADRILLE.

Hoyle has the following directions for playing the game of Quadrille scientifically:

The first thing to be done, after you have seen your cards, is, to ask leave to pass, or play, sans prendre; and if you name a wrong trump you must abide by it.

If all the players pass, he who has spadille is obliged to play; but if he does not take three tricks, he is not basted.

The player ought to have a fair probability of winning three tricks when he calls a king, to prevent his being basted.

Therefore we will set down such games only as give a fair chance to win the game by calling a king, with directions at the end of each case what trump you are to lead.

Various calculations and examples of games are then given. These, however, are too lengthy for my purpose.

SIXTY-SIX.

INTRODUCTORY.

THE game of Sixty-six is usually played by two persons, with a pack of twenty-four cards, the twos, threes, fours, fives, sixes, sevens, and eights being thrown out from a pack of fifty-two cards.

DEALING.

The players having cut for deal (see Law 3), the pack is shuffled, and the non-dealer cuts it. The dealer reunites the cut packets, and gives six cards to each player by three at a time, commencing with his adversary. The thirteenth card, now the top of the undealt cards, is turned up for trumps. The trump card is placed face upward between the players, and the remainder of the pack (called the *stock*) is placed face downward by the trump card and slightly spread, so that cards may be easily taken from it during the play.

PLAYING AND DECLARING.

The non-dealer now leads any card he pleases from his hand. The dealer plays to it any card he pleases from his hand, without restriction as to suit or value. The two cards thus played constitute a *trick*. The highest card of the suit led wins the trick, the cards ranking ace (highest) ten, king, queen, knave, nine (lowest) Trumps win other suits.

The winner of the trick places it face downward in front of himself. Tricks turned and quitted must not be looked at again during the play. This is the strict rule; but sometimes, by previous agreement, each player is allowed to examine his own tricks.

The winner of the trick then draws the top card of the stock, his adversary the next card, the number of cards in hand being thus restored to six, as at first. The winner then leads to the next trick, his opponent plays to it, and so on, alternately playing and drawing, until the stock is exhausted, or sixty-six is announced, or one of the players closes.

The objects of the play are to win *counting cards* in the tricks, and to declare *marriages.*

Each player, for each card in the tricks won by him, counts toward sixty-six as follows:

For an ace 11	For a queen 3
For a ten 10	For a knave 2
For a king 4	The nine has no value.

Marriage consists of king and queen of the same suit held in the hand of one player. A marriage can only be *declared* after winning a trick, and before leading again; consequently the non-dealer cannot declare when he leads his first card.

Marriage is declared by showing the king and queen. A player having declared a marriage must then lead one of the declared cards. The immediate lead of a declared card being compulsory, it follows that only one marriage can be declared at a time. A declared marriage counts just the same, whether the card of it led wins the trick or not.

Marriage in trumps, when declared, counts forty; marriage in a plain suit, when declared, counts twenty.

A player having won a trick, and drawing or holding the nine of trumps, may *exchange* it for the turn-up card *at any time*, whether he is the leader or not, unless it happens to be the bottom card of the stock, when the player drawing it must keep it. Nothing is counted for exchanging. Exchanging does not involve the necessity of closing.

As the hand proceeds, each player has to keep in mind the count made by tricks and marriages, both by his adversary and himself. No record of the count toward sixty-six is allowed to be set up.

LAST SIX TRICKS.

When the stock is exhausted all but one card, the winner of the trick takes that card, his adversary the turn-up or nine exchanged for it, and the play of the last six tricks commences. The rule of play now alters in one particular. The second player must follow suit, if able (see Law 17). It is not compulsory to win the trick. Marriages can still be declared.

When the hand is thus played out to the end, the last trick of all (*i. e.*, the twelfth trick) counts ten toward sixty-six.

ANNOUNCING.

During the play of the hand, if either player by tricks and marriages arrives at the count of sixty-six or more, he may *announce* it whenever he

has the lead; the same if the hand is played out, and the addition of ten for the twelfth trick makes the winner of it sixty-six or more. When sixty-six is announced, and the claim allowed, the hand is at an end, and the player announcing scores toward the game as follows:

Three points, if the adversary has no count that hand;
Two points, if the adversary has counted less than thirty-three;
One point, if the adversary has counted thirty-three or more.

The game is seven points up. The points may be scored as at Long Whist, or by means of a marking-board.

It will be observed that the player first correctly announcing sixty-six wins, not the one first arriving at sixty-six. It sometimes happens, more especially with beginners, that a player is sixty-six and is in doubt as to his exact score. If he plays on, his adversary may win a trick or two, and announce sixty-six first.

When a player announces sixty-six, the tricks may be examined to ascertain whether the announcement is correct.

When sixty-six is announced, whether correctly or not, no more cards are played, and counting cards in hand and unplayed are of no value. If incorrectly announced, Law 18 comes into operation.

It is possible that the hand may be played out to the end without either player announcing, when no points are scored, and the deal passes to the adversary. In this case, whether by mistake in counting, or by both players counting sixty-five, it is sometimes ruled that the winner next hand may add one point to his score; but the practice is not recommended. Each hand should be distinct in itself.

CLOSING.

If, before the stock is exhausted, a player has winning cards enough in his hand to make sixty-six, he may *close* after winning a trick, and before leading again. Thus, a player having dealt to him originally ace, ten, king, and queen of trumps, may lay them down and score three points, as these cards count in themselves sixty-eight, and the player holding them must win the first trick.

But closing generally takes place during the play of the hand. If a player who has won a trick thinks he has winning cards enough in his hand, together with the count he has already made by tricks, or by tricks and marriages, to enable him to arrive at sixty-six or more, he may close whenever he has the lead. He signifies his intention by turning down the trump card. It follows from this, that a player cannot close after the stock is exhausted. If, when the trump card is turned down,

either player who has won a trick holds the nine of trumps, he may exchange it before he plays to the next trick.

Some players permit closing by the original leader, when he has first to lead. If this rule prevails, a player holding the nine of trumps may exchange, notwithstanding that he has not won a trick.

The leader may close either before or after drawing from the stock. His adversary has no choice, but must follow the leader's example, and play either with or without drawing.

After the leader has closed the drawing ceases, and the last five or six tricks (as the case may be) are played, following the rules of play of the last six tricks, except that there is no score for winning the last trick.

If the player closing makes sixty-six or more, he scores one, two, or three points toward game, according to his opponent's count. If the player closing fails to count sixty-six, or if his adversary wins a trick after the game is closed, and correctly announces sixty-six before the player closing announces sixty-six, the adversary scores one point if the closing player is thirty-three or more; two points if the closing player is less than thirty-three.

If a player closes before his opponent has won a trick, and fails to count sixty-six, the opponent scores three points.

THREE-HANDED SIXTY-SIX.

The dealer gives the other two players each six cards, by three at a time, commencing to his left, but none to himself. When the hand is ended, he scores the same number of points as the winner; but the dealer cannot score beyond six in any hand. The deal passes in rotation to the left. The first deal is a slight advantage, as the dealer must score. The player who first makes seven wins, and leaves the other two to play to decide the loser. The loser pays the stake to each of the other players, and has the first deal next game. If, when the first player who is out has to deal next, he deals before retiring, otherwise the lead would be reversed to the other two players.

FOUR-HANDED SIXTY-SIX.

The sevens and eights are left in the pack. The players cut for deal and for partners, as at Whist, except that the highest deals. The deal and play of the cards is conducted as at Whist, except that a player, unable to follow suit, must trump if able to head or win the trick, and when trumps are led the players must head the trick, if able. The trump card belongs to the dealer, and cannot be exchanged, and there is no marriage or

closing. The counting cards in the tricks reckon the same as at Sixty-six, and the winners of the last trick add ten to their score. If at the end of the hand the winners count sixty-six, and less than a hundred, they mark one point; if over a hundred and less than a hundred and thirty, two points; if they win every trick, three points. The side winning the ten of trumps scores a point at once.

HOW TO PLAY SIXTY-SIX.

1. The safest cards to lead are nines or knaves of plain suits. It is, as a rule, better to lead a ten or an ace than a king or queen, but so much depends on the count that no general rule can be given.

2. The latter part of Hint 1 does not apply to a suit of which the king or queen has been played.

3. Win a trick with an ace in preference to a ten, and, having declared a marriage, lead the queen in preference to the king.

4. As a rule, holding the nine of trumps, do not exchange until the last moment, that the adversary may be kept in the dark as to the position of the nine. If exchanging the turn-up card completes a marriage in trumps, the player holding the nine and having the lead, would generally do right to exchange at once.

5. It is most important to keep in mind the count made by *both* players, to be able on the one hand to announce sity-six as soon as it is made, and on the other hand to judge when to close. In most hands this depends on the counts. No positive rule can be laid down; but, generally, beginners miss their opportunity by not closing sufficiently early.

6. Closing is generally done in order to score, but it should not be forgotten that it is occasionally resorted to to save a point—*e. g.*, the leader, counting less than thirty-three, may know that he must lose two points if he does not close; by closing he may be able to count thirty-three or more. He should then close, although it may be impossible for him to reach sixty-six.

7. When playing the last six tricks, or after closing, of course the former part of Hint 1 does not apply.

8. If a player renders himself liable to Laws 13–15, order a draw if [illegible] sure of scoring two or three points; out, if not, end the hand, and score one point.

LAWS OF SIXTY-SIX.

SHUFFLING.

1. Each player has a right to shuffle. The dealer has the right of shuffling last.

2. The pack must not be shuffled below the table, nor so that the faces of the cards can be seen.

CUTTING.

3. At least two cards must be cut, and at least two cards must be left in the lower packet. In cutting for deal, the person who cuts first should leave sufficient cards to enable the other to comply with the above provision. The highest Sixty-six card deals, and has choice of cards and seats.

4. If more than one card is exposed in cutting for deal, the adversary may select which of the exposed cards he pleases, and treat it as the one cut. If a card is exposed in cutting to the dealer, there must be a fresh cut.

5. If the dealer exposes a card in reuniting the cut packets, or if there is any confusion of the cards, or if the dealer shuffles after the pack is cut, there must be a fresh cut.

DEALING.

6. The players deal alternately throughout the game.

7. If the dealer gives his adversary or himself too few cards, and the error is not discovered until after the trump card is turned up, the number must be completed from the stock. The non-dealer, not having looked at his cards, may, if he prefers it, have a fresh deal (see Law 10, *b*).

8. If the dealer gives his adversary or himself too many cards, and the error is not discovered until after the trump card is turned up, the player having too many must not draw until his number is reduced to five. The non-dealer, not having looked at his cards, may, if he prefers it, have a fresh deal (see Law 10, *b*).

9. If a card is exposed in dealing, the adversary has the option of a fresh deal, the same dealer dealing again.

10. There must be a fresh deal:

(*a*). If the dealer deals without having the pack cut.

(*b*). If the dealer deals out of order (*e. g.*, gives the wrong number of cards, the error being discovered before the trump card is turned up), or turns up two cards.

(*c*). If there is a faced card in the pack.

11. If a player deals out of turn, he may be stopped at any time before the trump card is turned ; if not stopped, the deal stands good.

PLAYING AND DRAWING.

12. If a player leads out of turn, or, having announced a marriage, leads a wrong card, there is no penalty. If the adversary plays to the card led, the error cannot be rectified.

13. If a player fails to draw when he ought, and plays another card, his adversary may allow the offender to draw and proceed with the game; or he may score one point, and end the hand.

14. If a player draws out of his turn, and his adversary follows the draw, there is no penalty. If the adversary discovers the error before drawing, he may draw and proceed with the game ; or he may score one point, and end the hand.

15. If a player draws when he has six cards in his hand, his adversary may proceed with the game, and require the offender to play next time without drawing ; or he may score one point, and end the hand.

16. If the player whose turn it is to draw first, lifts two cards in drawing, his adversary may have them both turned face upward, and then choose which he will take. If the player whose turn it is to draw second lifts two cards, his adversary has a right to see the one improperly lifted, and at the next draw the top two cards are turned face upward, and the player not in fault may choose which he will take.

17. If, after the stock is exhausted, or there is a close, a player does not follow suit, when able, he can score no point that hand, and his adversary marks two points ; or three if the offender has no count toward sixty-six.

18. If a player announces sixty-six, and on examination it appears that he cannot count as much, his adversary scores two points, and the hand is ended.

19. The turned and quitted tricks must not be searched during the play of the hand.

INCORRECT PACKS.

20. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals and the cut for deal stand good.

IMPERIAL.

DESCRIPTION OF THE GAME.

INTRODUCTORY.

THE game of Imperial is played by two persons, with a pack of thirty-two cards; the sixes, fives, fours, threes, and twos being thrown out from a complete pack of fifty-two cards. It is convenient to use two packs, each being dealt with alternately.

DEALING.

The players cut for deal. The highest deals. The cards rank in the following order, both in cutting and playing: king (highest), queen, knave, ace, ten, nine, eight, seven (lowest).

The cards are cut by the non-dealer, or *elder hand*, to the dealer, or *younger hand*. The dealer reunites the packets and deals the top cards to his adversary, the next to himself, and so on, till they have twelve cards apiece. The deal may be of two cards at a time to each, or of three at a time to each.

The twenty-fifth card, now the top of the pack, is turned up for trumps. Should it be an *honor* (king, queen, knave, ace, or seven) the dealer marks one. Otherwise, the turn-up merely indicates the trump suit for that deal. The remainder of the pack (called the *stock*) is placed face downward on the table, with the turn-up card face upward upon it.

The players deal alternately throughout the game.

CALLING AND SHOWING.

The deal having been completed, the players next *show* or *call* certain combinations of the cards in hand, or in hand together with the turn-up, and score for them. These combinations are *imperials* and the *point*.

Imperials are:

1. A *carte blanche—i. e.*, a hand which contains neither king, queen, nor knave.

2. Any quart-major—*i. e.*, sequence of king, queen, knave, ace, of the same suit.

3. Four kings, four queens, four knaves, four aces, or four sevens.

4. Some players also allow a won imperial,—*i. e.*, if ace, knave of trumps are won by one player with king, queen, or queen, ace by king, knave, in playing the cards. But this score is not recommended.

Except in the case of *carte blanche* the turn-up card may be used by either player in forming an imperial. For instance: A knave is turned up. One player has three knaves in his hand. He can score an imperial of knaves. His adversary holds king, queen, ace of trumps. He can score an imperial for quart-major in trumps.

Each player scores an imperial for every imperial he holds, and two imperials for *carte blanche*. Thus: A has in hand, or with the turn-up, four kings, four queens, and four knaves. He scores three imperials. B has *carte blanche*, and, either in hand, or with the turn-up, four aces and four sevens. He scores four imperials.

The elder hand has precedence in scoring imperials.

The point is scored by the player who calls and shows the suit of greatest strength, according to the following way of valuing it: The king, queen, knave, are valued at ten apiece, the ace at eleven, and the other cards at the number of pips on each. Thus: suppose the elder hand has king, ace, nine, eight, as his best suit, he announces it by calling "Thirty-eight."

If the younger hand has no suit of greater or equal value, he replies, "Good." If his best suit also makes thirty-eight, or whatever number may be called, he replies, "Equal." If the younger hand has a point of more than thirty-eight, or whatever number may be called, he replies, "Not good."

If the point is equal neither player scores for point.

The elder hand first shows any imperials he may hold. If he has no imperial he calls his point.

Before replying to the call of point, the younger hand shows any imperials he may hold. If he has no imperials, he replies, "Good," "Equal," or "Not Good," to the call of point. If the elder hand's point is good he shows it and scores for it, and leads a card. If the point is equal he shows it, and leads a card. If his point is not good he leads a card.

If the younger hand's point is good he shows it and scores for it after his adversary has led, and before he plays to the card led. If equal, he shows his equality before he plays to the card led.

PLAYING.

If *carte blanche* is held, each player scores any imperials he may have. No point is called. The hand is then at an end, and the next dealer deals.

Except in the case of *carte blanche*, after imperials and the point are declared, the elder hand leads any card from his hand he pleases. The younger hand plays to the card led, the two cards so played constituting a *trick*. The younger hand is bound to follow suit if able. He is not obliged to win the trick, and if he has no card of the suit led, he may play any card from his hand he pleases.

The highest card of the suit led wins the trick. Trumps win other suits. The winner of the trick leads to the next, and so on till the hand is played out.

During the play of the hand each honor (king, queen, knave, ace, or seven of trumps) is scored by the player who wins the trick containing it. If an honor is led and wins, or is won by, another honor, the winner of the trick scores for both honors. Similarly, if the card led is trumped with an honor, the winner of the trick scores for it.

The player who wins more than six tricks, scores for each trick he wins above six. If each wins six tricks, the cards are *divided*, and there is no score for tricks.

During the play of the cards the tricks are left face upward on the table, in front of the player winning them. Either player may examine the tricks at any time.

For the sake of convenience, cards shown in reckoning imperials or the point are taken in hand again. But all cards scored for, or, in the case of the point, scored for as good, or shown as equal, must be exhibited to the adversary, if demanded, at any time during the play of the cards. Among players, the cards are not, as a rule, exhibited again, but all necessary questions with regard to them are replied to. Thus: A scores a point of thirty-eight. During the play, if B inquires, "How many of your point have you in hand?" A is bound to tell him. The information need only be given as to cards actually shown as good or equal. Thus, if B (younger hand) had a suit of five hearts, but only showed four of them for point, and has played two of the cards he showed, and A then says, "How many hearts?" B is entitled to reply, "Two," though he has three. The inquirer is bound in effect to say, "How many hearts that you have shown?" and B's reply is understood by all players in that sense.

SCORING.

Each player should be furnished with five white counters and five red ones, or with five round counters and five long ones; the latter are to be preferred. A long counter is equal to six round ones. The score should be marked to the right hand; the counters not in use should be kept to the left hand.

The scores are as follows:

1. Honor turned up, scores one (marked with a round counter).

2. An imperial scores six (marked with a long counter). *Carte blanche* scores twelve (marked with two long counters).

3. The point scores one (marked with a round counter).

4. Honors won during the play of the hand, each scores one (marked with round counters).

5. The cards. Each trick above six scores one (marked with round counters).

When the score of six is reached by the aggregation of scores for honor turned up, point, honors won in play, or the cards, and imperial is scored —*i. e.*, the round counters are taken down, and a long counter is transferred to the right hand.

The score of an imperial, either in hand or by the aggregation of small scores up to six, takes down any score of the adversary less than an imperial. Thus: A has four marked toward an imperial. B has five, deals, and turns up an honor. B scores six, takes down his five round counters, and puts up a long one. A has to take down his four round counters, and the score stands, B, one imperial to love.

Observe, only scores less than an imperial are taken down. Thus: If, in the case above given, A had an imperial and four marked, he would only take down his four, not his imperial, and the score would stand, one imperial all.

There is one exception to this rule. If both players hold an imperial in hand (or if one holds an imperial and the other two or more imperials), each scores his imperial or imperials, but neither takes down his score, if any, less than an imperial.

In scoring, it is important to keep in mind the *order* in which the scores are reckoned. Honor turned up counts first; then imperials in hand; then the point; then honors won in play; and, lastly, the cards.

Some examples will show how this precedence affects the score.

A has an imperial in hand, and has four marked toward an imperial. B has five marked toward an imperial, deals, and turns up an honor. As

the honor turned up reckons before an imperial in hand, B scores an imperial, and A has to take down his four.

But suppose B does not turn up an honor. A shows his imperial, and (unless B also has an imperial), B has to take down his five, and the score stands, A, one imperial and four to love.

Again: Suppose, at five-all toward an imperial, B turns up an honor, and both he and A hold an imperial in hand. As B's honor turned up reckons before an imperial in hand, and as it makes him six, he scores an imperial, and A has to take down his five. Each player then scores the imperial in hand, and the score stands, A, one imperial; B, two imperials.

Again: A has four, and B has five scored toward an imperial. The last two cards in the play of the hand are two honors, and are won by A. B has already won seven tricks. Nevertheless, A scores an imperial, because honors won in play reckon before tricks. B has to take down his score of five points.

The hand is not completed when an imperial is gained. Scores which accrue subsequently to the score of an imperial, are marked toward the next imperial. Thus, in the case last given, A takes down his four and marks an imperial. B takes down his five; but, as he wins one trick, he sets up one toward the next imperial. Among players, B would say, "I win one by the cards," and would take down four of his round counters, leaving one up. The score would then stand, A, one imperial and love; B, one.

Similarly, a player winning an imperial, and having other scores in the same hand, counts them on to the next imperial. For example: A has a score of four. He has the point good, making him five. He then leads the king of trumps, which captures another honor, for which he scores two. This makes him an imperial, and one toward the next imperial. The play of the hand continues, and each player marks toward the next imperial any honors he may win, or any tricks above six he may make.

One more example: A has a score of four; B has a score of one. A shows an imperial. His score is then one imperial and four to love. B now scores the point, wins two honors in play, and scores three. A also wins an honor, and scores one, making him five. B wins four by cards. He scores seven—*i. e.*, he marks an imperial, and one toward the next; and the score stands, one imperial all (A having to take down his score of five); B, one toward the next imperial.

The number of imperials that shall constitute a game is a matter of agreement. It is recommended that the game be won by the player who first wins six imperials; and for this reason each player is provided with five long counters.

ADVICE HOW TO PLAY IMPERIAL.

1. The deal is an advantage, as there is the chance of turning up an honor. Also, the younger hand does not expose his cards to the same extent as the elder in calling or showing the point, and, except the leader has a strong sequence in any suit, he opens it to a disadvantage.

2. On taking up your hand, after having looked for any imperials, note what imperials there may be against you. These, if not shown, you may assume are not held by your opponent. Hence you gain an insight into his hand.

3. Similarly, with regard to the point. If your point of, say, four cards is good, your adversary cannot hold five cards of any suit. Suppose you call a point of thirty-four, and it is allowed to be good. You may take it as certain that your adversary has three cards of each suit in his hand, a knowledge of which fact may be of great assistance to you in playing the cards.

Again: Your adversary, elder hand, announces a point of thirty-nine, which is not good. Thirty-nine can only be made with three tenth cards (king, queen, knave, or ten) and a nine, or with two tenth cards, an ace, and an eight. You should examine your hand to ascertain whether the cards called can only be in a given suit. If so, you know four cards in the opponent's hand.

The following table shows of what cards a point which is not shown must consist:

A point of 34 must contain 7, 8, 9, and a tenth card.

"	35	"	"	7, 8, and two tenth cards. 7, 8, 9, and an ace.
"	36	"	"	7, 9, and two tenth cards. 7, 8, ace, and a tenth card.
"	37	"	"	7 and three tenth cards. 8, 9, and two tenth cards. 7, 9, ace, and a tenth card.
"	38	"	"	8 and three tenth cards. 8, 9, ace, and a tenth card. 7, ace, and two tenth cards.
"	39	"	"	9 and three tenth cards. 8, ace, and two tenth cards.
"	40	"	"	Four tenth cards. 9, ace, and two tenth cards.
"	41	"	"	Ace and three tenth cards.

For points from forty-four to fifty-one it is only necessary to add a

tenth card to these. Fifty can only be made in one way, viz., with 9, ace, and three tenth cards. Higher points follow a similar rule.

4. If the younger hand's point is good, he should only show so much of it as is requisite to beat the point called by the elder hand. Thus: if the elder hand calls thirty-eight for point, and the younger hand holds king, queen, ace, eight, seven, of a suit, he should only show king, queen, ace, eight, which make thirty-nine.

If the elder hand has occasion to ask the younger how many cards of his point he has in hand, he must not forget that the younger only answers with regard to cards shown, and that his adversary may hold another card or other cards of the same suit, which have not been shown.

5. Do not forget when younger hand, to show an imperial *before* replying to the call of point (see Law 14).

6. The objects to be striven for in playing the cards, are to win with the high honors the lower honors of the adversary, or to make low honors by trumping, and to gain the majority of tricks.

7. The leader should, as a rule, attack in suits in which he holds a sequence, and should avoid suits in which he has a tenace. For example: Knave, ace, ten, is a better suit to open than king, knave, ten. Again, king, queen, seven, in which there is no tenace, is a better suit to open than king, queen, ace. Of course, a general rule like this presupposes that you have no knowledge of the cards held by your adversary in the suit you lead.

8. With great power in trumps you should generally lead them, in hopes of capturing adverse honors, and of preventing your winning cards from being trumped. Bear in mind that there are, besides the turn-up, seven trumps in the pack. Therefore, if you have four trumps, your opponent can only hold three, and so on. Suppose your four trumps are queen, knave, ten, nine (ace turned up). In leading them, you should not unnecessarily expose one of your honors to the risk of capture by the king, but should lead the nine or ten.

9. Unless trumps are led, you will probably be forced sooner or later. If you take the force, you will, of course, trump with a low honor, in order to score it, in preference to ten, nine, or eight. Thus, in the case given in Advice 8, if you are forced, you should trump with the knave or queen.

10. Trumping with honors should, however, be done with judgment, or tricks may be thrown away. For example: With four cards in hand, viz., king, knave, and eight of trumps, and one losing card of a suit in which you know the adversary must hold a higher card, if you are forced it would be an unnecessary sacrifice of strength to trump with the knave.

It may lose a trick, and may lose the winning of an honor. You would, of course, trump with the eight, and lead the losing card.

Again : A (leader) has three cards left, viz., two trumps and a forcing card, and leads the forcing card. B has king of trumps and two losing cards. B should not trump the forcing card led, but should throw one of his losing cards. He can gain nothing by winning the trick ; and if it so happens that A's trumps are both honors, B gains a score of one by refusing the force.

11. A pretty feature in the play of the cards is this : If you see from the score that you can get an imperial by honors or by tricks, and that your adversary cannot get an imperial by honors or tricks, keep on forcing him, to make him score as many as you can before your imperial takes down his score. For example : You hold king, queen of hearts (trumps, seven turned up) ; king, knave, eight of spades ; king, queen, ten, nine of diamonds ; and queen, knave, eight of clubs. You have a score of four, so your king, queen of trumps must give you an imperial.

Your adversary has a score of two, including one he marks for the honor turned up. You call your point in diamonds, which is not good, and lead king of diamonds.

Your adversary now shows queen, ace, ten, nine of spades as his point, which makes him three. He can only hold two honors, so he cannot score more than five. Your game is to force him, that he may waste any honors he holds, by trumping with them before you gain and mark your imperial.

Suppose the remainder of his hand to be knave, ace, nine, eight of hearts ; king, nine of clubs ; and knave, ace of diamonds.

You go on with the diamonds. He trumps the third diamond with the ace of hearts, and leads a spade. You win, and force him again in diamonds. He trumps with the knave, and is five.

During the remainder of the play of the hand you make your king, queen of trumps, score an imperial, and he has to take down his five. You may make the trick, and are an imperial and one to love.

Now suppose, with your very strong playing hand, you, after leading king of diamonds, had led king, queen of trumps, which you would have been perfectly justified in doing at any smaller score toward an imperial on your side, in hopes of making an imperial by catching honors, or by a great score of tricks, see what would have happened. You, being four, would have scored an imperial. Your adversary would subsequently have scored both his honors, and would have started the next hand at the score of two instead of love to your one.

12. Playing to the score is of the greatest importance in nearly every

hand. The following is a good example: A (elder hand) has declared a point of three cards. Hence, he must hold three of each suit. The last six cards in his hand are, as his adversary knows, three spades and three trumps (hearts), say, king, knave, eight of spades, and knave, ten, nine of hearts.

B (younger hand) has to lead. He holds queen, ten, seven of spades, and king, queen, eight of hearts. Seven turned up.

A has five up toward an imperial; B has three up. B's object is to win three honors before A makes one. In this case tricks are of secondary consequence.

B leads queen of spades. A wins with king, and leads knave of spades. To the knave B should throw the ten. A then leads eight of spades; B plays seven.

A must then lead a heart. If he leads nine or ten, B must play the eight. B wins the last two tricks, including three honors, and scores an imperial.

Had B kept his ten of spades, or won the nine or ten of trumps led, he would have lost the imperial.

B's play would be the same whatever trumps A holds.

LAWS OF IMPERIAL.

SHUFFLING.

1. Each player has a right to shuffle either pack. The dealer has the right of shuffling last.

CUTTING.

2. A cut must consist of at least two cards.
3. A player exposing more than one card in cutting, must cut again.
4. The player who cuts the highest imperial card deals.
5. If, in cutting to the dealer, a card is exposed, there must be a fresh cut.

DEALING.

6. The dealer must give twelve cards to his adversary and twelve to himself, by two at a time to each, or by three at a time to each. The dealer, having selected the number of cards which he will give at a time, must not change it during the game.

7. If the dealer gives more or less than twelve cards to his adversary or to himself, or alters his mode of distributing the cards, he loses the deal.

8. The dealer must turn up the top card of the eight undealt cards for

trumps. If he turns up the wrong card, or more than one card, he must show his hand to his adversary, and the adversary, not having looked at his own cards, has the option of requiring the right card to be turned up, or of having a fresh deal.

9. If, before the trump card is turned up, a faced card is discovered in the pack, there must be a fresh deal.

10. If, in dealing, the dealer exposes any of his own cards, the deal stands good. If he exposes any of his adversary's cards, the non-dealer, before he looks at his hand, may claim a fresh deal.

11. If a player deals out of his turn, or with the wrong pack, he may be stopped at any time before the trump card is turned up ; otherwise the deal stands good.

12. If either player turns up or looks at a card of the stock (except as already provided), the adversary, not having seen any of his cards, and the play of the hand not having begun, has the option of a fresh deal. If either has seen his cards, or the play has begun, the player not in fault may call a suit on his opponent's lead once during the play of the cards.

CALLING AND SHOWING.

13. Imperials, and the point, if good or equal, must be shown. Calling is not sufficient. If a player does not show an imperial, or the point, if good or equal, before he plays a card, he cannot score it ; and, in the case of the point, the adversary, on showing, scores it.

14. Imperials must be shown by the elder hand before calling a point, or he cannot score them. Similarly, the younger hand must show his imperials before replying to the call of point, or he cannot score them.

PLAYING.

15. A card led in turn cannot be taken up again. A card played to a lead can only be taken up again to save a revoke, and then only prior to the lead of another card.

16. If a card is led out of turn, it may be taken up again prior to its being played to. After it has been played to, the error cannot be rectified.

17. If a revoke is discovered before the cards are cut for the following deal, or before the cards are so mixed as to prevent identification, the adversary has the option of requiring the hand to be played again, starting from the trick in which the revoke occurred. Whether the hand is played again or not, the revoking player can score no tricks he may make above six in that hand. If, after a revoke is claimed, the adversary mixes the cards, the claimant may retrieve his hand to the best of his recollection, with the same option and penalty as before.

INCORRECT PACKS.

18. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

SCORING.

19. An erroneous score, if proved, may be corrected at any time during the hand. An omission to score, if proved, may be rectified at any time during the hand.

BRAG.

SINGLE BRAG.

In this game the nines and the knaves are called "Braggers," from their being the best cards; or "Turners," because they are convertible into cards of any other value, so as to form pairs or pairs-royal, by the highest of which the game is decided. Thus three braggers in one hand cannot be beat, as they form a pair-royal of the best cards, and are better than a natural pair-royal of aces, etc. Two braggers and an ace, etc., are better than one bragger and two aces, etc. In the same manner, a pair formed by the assistance of a bragger is better than a natural pair, or two cards of like value. Thus a nine and a king take precedence of two kings, but are inferior to two aces. A knave and a king are better than a nine and a king; and if the pairs in two hands are equal, the higher value of the third card gives the preference; if they are equal in every respect, the elder hand has the preference. The lowest pair-royal that can be formed, as three twos, is better than the highest pair, as two aces, etc.

Sometimes in Brag the knave of clubs and the nine of diamonds only are admitted to be braggers or turners; and it is agreed that natural pairs or pairs-royal are to precede artificial ones of the same value, or those formed by the assistance of the knave of clubs or nine of diamonds; as thus, two kings to be considered better than a king with a nine or knave, but to yield to an ace and a nine or knave.

MODE OF PLAYING.

The cards being shuffled and cut, a certain stake, from a cent to five dollars, is deposited by the dealer, who gives three cards to each of the company. The elder hand, and the others after him, having examined their hands, either "pass," which is signified by laying down their cards, or "brag," in which case the dealer's stake is to be answered by all who brag. On putting down another stake, or bragging a second time, the

person doing so, if he holds a pair, but not otherwise, may insist on seeing the next player's hand, saying, "I'll see you," or "I'll sight you," in which case they examine each other's cards, and the person having the worst hand of the two is obliged to lay it down, or "pass." The players go on in this way till the braggers are reduced to two, who continue bragging against each other (either an equal sum with the dealer's stake, or higher) till one "sights" the other, and whichever of the two has the best brag hand, wins the whole of the stakes put down.

BRAG AND PAIRS.

To vary the above game, the dealer sometimes deposits *two* separate stakes, one of which is for natural pairs, and the company may brag on either stake they please, or on both. Thus if one of the players has a pair or pair-royal of good cards, such as aces, down to tens or eights, he may answer one or both of the dealer's stakes, according to the chance of success afforded by the cards he holds; and can, if he holds a pair, "sight" those who are bragging on the same end with himself, as described above. Those who put their stakes on the brag-end proceed exactly as at Single Brag.

THREE-STAKE BRAG.

There is another way of playing this game, in which three stakes are deposited by the dealer, who gives two cards to each player, and then turns up a third all round. The best whist card turned up takes the first stake, the elder hand having the preference if two equal cards are turned, except in the case of the ace of diamonds, which is always the best at this stage of the game.

The second stake is the brag-stake, and is determined as at Single Brag, each reckoning his turned-up card along with the other two.

The third is gained by the player who holds, or obtains by drawing from the undealt cards, thirty-one, or the highest number under that, the ace reckoning for eleven, the picture-cards for ten each, and the rest according to their pips. The elder hand has the preference in case of equality, and any one drawing above thirty-one, loses of course.

The three stakes may be all gained by one person, in which case he is entitled, in some companies, to three more from each player; but this advantage is usually set aside, as savoring too much of gambling.

From Post and Pare and Brag came Poker.

COMMERCE.

THERE are several ways of playing this game. The simplest is as follows:

The deal having been determined, each player deposits an equal stake in the pool; the cards are then all given out, one at a time; the elder hand then exchanges a card with his left-hand neighbor; the second with the third, the third with the fourth, and so on, till one obtains a hand consisting all of one suit, when he exclaims, "My ship sails," and clears the pool.

Another plan is the following:

Each player deposits an equal stake in the pool, and the banker (dealer) gives three cards all round, and asks "Who'll trade?" The players, beginning with the elder hand, either "trade for ready money" or "barter." By the first is meant, giving a card and counter to the dealer, who places the card under the remainder of the pack, which is called "the stock," and gives a card from the top in exchange. The counter is passed to the banker, who then trades with the stock free of expense. "Barter" means exchanging a card with the right player. Barter cannot be refused, unless the player of whom the exchange is requested, decides to stand on his cards without trading or bartering. The trading and bartering is concluded by one having obtained the highest tricon, which wins the pool.

The object of the trading or bartering is to obtain—1, a *tricon* (three like cards, like a pair-royal in Cribbage); 2, a *sequence*, or three following cards of the same suit; 3, a *point*, or the smallest number of pips on three cards of the same suit. The ace reckons for eleven, the tens and court cards for ten each, and the other cards according to the number of their pips. The highest *tricon* wins the pool; if no tricon is shown, then the highest *sequence*, or the best *point*, in failure of a sequence. The banker reckons as eldest hand in case of ties; and if he holds a lower *tricon* or *sequence* than either of the others, he loses the game, and pays a counter to each player higher than himself.

REVERSIS.

REVERSIS is played by four persons, with 48 cards, the four tens being discarded from the pack; and each player should have a box, containing 6 counters reckoned as 48 fish each, 20 counters 6 fish each, and 32 fish, making in all 400 fish. There are two pools, called the Great and the Little Quinola pools (the great one to be under the little one), which are to be placed at the dealer's right hand.

The deal is to the right; three cards are given to each person the first round, and four to the dealer, and four round afterward, so that the dealer will have twelve cards, and the rest eleven each; the three remaining are to be placed singly on the table, opposite the three non-dealers, each of whom puts out a card under the pool, and replaces it with the card opposite to him on the table. The dealer also puts out one, but does not take one in; should, however, there be three remises or stakes in the pools, then it is at the option of any player to take a card or not; if he does not, he may see the card before it is placed to the discard: then, previous to playing, the opposite parties exchange one with each other. The cards rank as at Whist, and the points in the tricks are forty; each ace reckoning 4, king 3, queen 2, and knave 1. The points in the discard, which form the *party*, reckon as in the tricks, except the ace of diamonds and the knave of hearts as great quinola. The former reckons five, the latter four. The player having the fewest points wins the party. If two have the same number of points, then he who has the fewest tricks has the preference. If points and tricks are equal, then he who has last dealt wins; but he who has not a trick has the preference over him who has a trick without points; and the espagnolette played and won, gains the party in preference to the last dealer.

When every trick is made by the same person, there is no party, and this is called making the Reversis.

The great quinola pool is to consist of 26 fish, and to be renewed every time the same is cleared, or has fewer in it than the 26. This stake is attached to the knave of hearts, or great quinola, which cannot be put to

the discard, unless there are 3 stakes, or 100 fish in the pool. The little quinola pool, containing 13 fish, and attached to the queen of hearts, as little quinola, is to be renewed in the same manner, and the little quinola cannot be put to the discard unless there are 3 stakes, or 50 fish in the pool. Each time either or both of the quinolas are placed, or played on a renounce, they are entitled to the stakes attached to them, except when there are three stakes in the pool; then the great quinola is to receive 100 fish, and the little quinola 50. On the contrary, each time the quinola are forced, gergi, or led out, the stakes are to be paid in the same proportion as they would have been received, except in the single instance of the person who played the quinolas making the Reversis, when the quinola to be entitled to any benefit, must be played before the last two tricks.

Every trick must be gained by one person to make the Reversis, which is undertaken when the first nine are made by the same person; there is then an end of the party, and of the quinolas, if held by him, except he has played both, or either of them, before the last two tricks; but, on the contrary, should his reversis be broken, he then is not only to pay the reversis broken, but the stakes to the pools for the quinolas he may have played before the reversis was undertaken. All consolations paid for aces or quinolas by the person undertaking the reversis are to be returned on winning it.

The Espagnolette is either simply 4 aces, 3 aces and 1 quinola, or 2 aces and 2 quinolas. The player who holds the same has a right to renounce in every suit during the whole game; and if he can avoid winning a trick, and there is no reversis, he of course wins the party in preference to him who is better placed; but if obliged to win a trick, he then pays the party to the other, and returns the consolations he may have received for aces or quinolas; and if he has a quinola, he must pay the stake to the pool, instead of receiving it. The player having the espagnolette is at liberty to waive his privilege, and play his game as a common one; but loses that privilege the moment he has renounced playing in suit. The player of the espagnolette receives consolation in any part of the game, if he forces the quinola.

If the reversis be won or broken, the espagnolette pays singly for all the company. When the holder of the espagnolette can break the reversis, he is paid, as before mentioned, by the person whose reversis he has broken; he can also undertake the reversis, but then his hand must be played as a common game. If the espagnolette has placed his quinola, and there is a reversis either made or broken, he is not to receive the stake; for when the reversis is attempted, the stakes are neither received nor paid, except by him who undertakes the same. If by another player

having the ace or king of hearts, the espagnolette has, in any part of the game, either of his quinolas forced, he pays the stake and consolation to him that forces, except there be a reversis.

The dealer always puts two fish into the great quinola pool, and one into the little one; besides which, every player, at the commencement, puts six into the former, and three into the latter; and each time the stakes are drawn, or there are fewer fish in the pool than the original stakes, the pool must be replenished as at the first. To the points in the discard, four are to be added for the party. The person who gives an ace upon a renounce receives a fish from the person who wins the trick, and if it is the ace of diamonds he receives two. The person who forces an ace, receives the same payment from all the players. The great quinola placed upon a renounce, receives six fish, the little three; and if either be forced, the person who forces receives the same payment from all the players, and these payments should be made immediately, without being asked for. One or more aces, or either of the quinolas, played for gergi, that is, led out, pay the same as if they had been forced, to the person who wins the party; but it is for him to recollect and demand them. When either ace or quinola are placed, played, or gergi the last card, it is called *a la bonne*, and paid double; and all payments whatever are double to the person who sits opposite. The payments for the reversis, made or broken, are eighty fish, each player paying twenty, and the opposite party forty, when the reversis is made; but, when broken, the whole is paid by the person whose reversis is broken; that is, he pays the person breaking it exactly the same he would have received had he won it.

LAWS OF THE GAME

1. The person who misdeals loses his deal.

2. Any player taking his card without having put out to the discard, the deal is void.

3. The eldest hand is to see all the stakes deposited, as he is answerable for all deficiencies.

4. The discard is not to be changed after it is put out.

5. The eldest hand should not play a card until the discard is complete: should he only have played, he is permitted to take up his card, and play another.

6. No person to play out of his turn.

7. Should it be perceived, at the end of the game, that there is a mistake in the discard, the deal is void, and must be made again.

8. No payments can be demanded after the cards are cut.

9. The person who throws down his cards, thinking he can win the remaining tricks, must pay for any quinola or ace which has or can be placed or given; and, in case of undertaking a reversis, the person who might break it can insist on his playing the cards as he who can break it may direct.

10. The player, whether thinking he has won the party or not, asks for the aces or quinolas led out, before the person who has really won the party demands them; he must pay for him who otherwise might have been called upon to pay.

11. Before playing a card, it is always permitted to ask how the cards have been played, but it is not allowed to observe it to others not making the inquiry.

12. Any player may examine his own tricks at any time, but is not to look at those of another person except the last trick.

JOCKEY CLUB.

To amuse himself, a man once skated a mile, ran a mile, bicycled a mile, rode a mile, then swam a mile, and finally got drowned. Jockey Club is played somewhat on this same principle. Any number of persons can engage in this hotchpotch, olla-podrida of games. A pot is made up. First a round of Vingt-et-un is played, followed by a round of Poker, then at the option of the company, a round of Old Maid may be in order, and it can wind up by giving one card to each person, the highest card winning. You can play anything you like in Jockey Club but Solitaire. It is a go-as-you-please game.

ROULETTE.

THE table employed for Roulette is an oblong square covered with green cloth. In the centre is a cavity. The sides are immovable, and around it are placed, at equal distances, bands of copper, which, commencing at the top, descend to the extremity of the machine. In the centre of it is a movable circular bottom containing thirty-eight compartments, to which the copper bands are attached, and upon which are painted, alternately in black and red, thirty-six numbers, from one to thirty-six, a zero (o), and a double zero (oo).

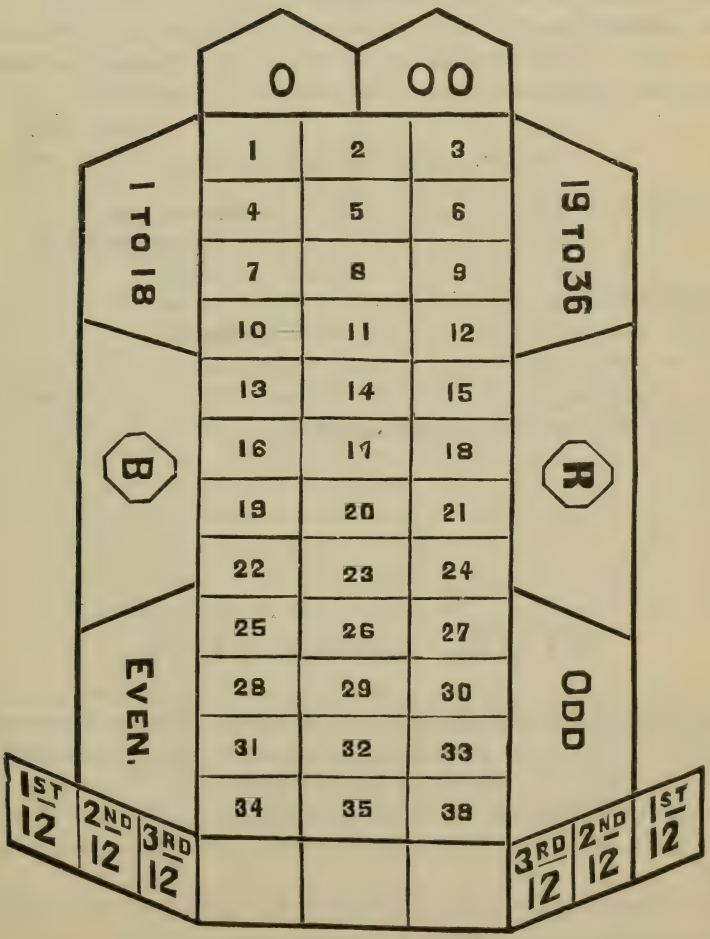
In the middle is a moulinet of brass surmounted by a cross of the same metal, by means of which a rotary motion may be imparted.

There is a banker and assistants. It is the business of one to set the machine in motion, which he does with his fingers, moving the bar. At the same time he throws a small ivory ball into the roulette, in a direction opposite to the movement given to the rotating bottom. The ball goes in one direction, the movable base in another. In this movable bottom there are thirty-eight holes or compartments, formed by metal bands. The hole into which the ball enters determines the gain or loss of the punters.

There are thirty-six numbers, with the zero and double zero on top. The thirty-six numbers are painted red and black in the machine. The numbers are odd and even.

It may be seen at once how various may be the character of the chances. Money can be staked on any single number, on any twelve of them, on any eighteen, on any two or any four of them. Odd or even numbers give opportunities for betting, or on the color red or black. If a player should place a stake on a single number, or on either of the zeros, and the number selected or the particular zero come up, he is paid by the banker thirty-five times as much as he wagered. If it does not turn up he loses.





ROULETTE TABLE.

Bets made on black or red, or odd and even, on the first or last half of the numbers, are paid once by the banker. Bets made on any twelve, and winning, are paid double, as are those on any column. Any six numbers can be bet on, and all paid by dividing thirty-four by six, leaving off the fraction. In betting on fours, and winning, eight times the stake is paid. When color is played, and the zeros, which are colored in green, turn up, the better loses. When a bet is made on zero, and won, the stake is paid thirty-five times.

Bets may be made by the same player in many ways. He may put his stake on a single number, on the four of a series, on the twelve or the eighteen of a series, on color, and on odd or even.

The constant advantage of the bank is about 5¼ per cent. With a full game—that is, all the numbers having stakes put on them, the advantage to the bank for that turn of the wheel amounts to a certainty.

THE ODDS IN ROULETTE.

It is 37 to 1..... .....that a number turns up.
" 13 to 6..... " any of the twelve turn up.
" 18 to 1 .....upon two numbers.
" 11⅔ to 1..... " three numbers.
" 17 to 2..... " four numbers.
" 16 to 3..... " six numbers.
" 10 to 9..... " odd or even, or on color.
And the same for any eighteen numbers.

FIVE AND TEN.

A COMPLETE pack of cards is used, and two, three, or four persons may play. Each game is decided in one hand, and it consists in endeavoring to get the majority of the five tricks, which is called a Five, and entitles the winner to the stakes played for; or to gain the whole five tricks, which is called a Ten, and the winner in this case draws double stakes.

The following is the rank and order of the cards when the respective suits are trumps:

HEARTS AND DIAMONDS.	SPADES AND CLUBS.
Five, Knave.	Five, Knave.
Ace of Hearts.	Ace of Hearts.
Ace of Diamonds.	Ace of Spades or Clubs.
King, Queen.	King, Queen.
Ten, Nine.	Two, Three.
Eight, Seven.	Four, Six.
Six, Four.	Seven, Eight.
Three, Two.	Nine, Ten.

And the following is their order when not trumps :

HEARTS AND DIAMONDS.	SPADES AND CLUBS.
King, Queen.	Ace, King.
Knave, Ten.	Queen, Knave.
Nine, Eight.	Two, Three.
Seven, Six.	Four, Five.
Five, Four.	Six, Seven.
Three, Two.	Eight, Nine.
Ace of Diamonds.	Ten.

From the above lists it will be observed that the five is first, and the knave second in order, when trumps, and that the ace of hearts is always trumps, and ranks as the third best card. These three cards have the privilege of revoking, when it suits the holder of them to do so ; but if the five be led, the holder of the knave or ace must play it, if he has not another trump to play, and the ace unguarded must in like manner be played if the knave be led—the superior card always forcing the inferior. The ace of diamonds, which is fourth in order when that suit is trumps, is the lowest when not trumps ; and the usual rank of the inferior cards is reversed in the black suits, the two being above the three, the three above the four, and so on, the ten ranking lowest, whether trumps or not

MODE OF PLAYING.

The parties having cut for deal, which the lowest five-and-ten card wins, and each having deposited an equal stake, the cards are cut, and five dealt to each player, by twos and threes, the next card being turned up for trumps. If the elder hand has a certain five—that is to say, if he holds three cards which will each take a trick, he ought to play them, as there is a great probability, if his two remaining cards are tolerable, that he may get the whole five, and thus win a double stake. But if he holds only indifferent cards, the best method is to throw the lead into his opponent's hand by playing an inferior card, in the hope of regaining it at the

third trick, which is the critical stage of the game; and as three tricks constitute a five equally as four, it is reckoned better play to reserve the best cards till the third trick, than to risk the game by eagerness to secure the two first.

If the party consists of four, they play in two partnerships, which are determined by cutting the cards, the two lowest playing against the two highest, or by agreement among the parties. The maxims at Whist relative to leading and how to play when your partner leads, will in general be found of considerable use here.

When three play at this game, it is still necessary that one of them should win the three tricks in order to make a five, as the stakes must remain for next game if two of the players get two tricks each, and the other one.

If the cards you hold do not entitle you to expect to make the five yourself, the object should be to spoil it, or to prevent its being made at all, by thwarting that player who appears most likely to obtain it. If a ten be made, the two losers must each pay another stake to the winner, in addition to the three deposited; but it is sometimes agreed to dispense with this, and not to allow tens when the game is played by three.

Each player must follow suit when he can, under the penalty of forfeiting his stake, except in the case of the three best trump cards, viz.: the five and knave and the ace of hearts, each of which are privileged to renounce under the exception stated above; but it is not incumbent on any one to take a trick unless he chooses, if he conforms to the above regulation.

If the turn-up card is an ace, the dealer must take it into his hand, throwing out a card in lieu of it; and if either of the players hold the ace of the trump suit, he must take in the turn-up card before he plays, or if he does not choose to take it in, must turn it down, in order to show that he holds the ace—both under penalty of forfeiting his stake.

Where the game is strictly played, the person who misdeals, or who departs from the order with which the game begun, of dealing either the three or the two cards first, forfeits his stake.

BOSTON.

THE game of Boston is played by four persons, with a complete pack of cards, which are dealt in the same manner as at Whist, except that the last is not to be turned up. The players put eight counters or fish each

into the pool, and the dealer four additional. During each deal, the person opposite to the dealer should shuffle another pack to be cut by his right-hand neighbor, and turn up a card for the First Preference; the suit of the same color, whether red or black, is styled Second Preference, and the other two are common suits. The player who misdeals puts four counters more into the pool, and deals again.

EXPLANATION OF TERMS.

BOSTON.—To get five or more tricks.

PETIT MISERE.—After having discarded a card to make no trick at all.

GRAND MISERE.—To lose every trick without putting out a card.

PETIT MISERE OUVERT.—To put out a card, then exhibit your hand, play it and lose the twelve tricks.

GRAND MISERE OUVERT.—To lose every trick without putting out a card, your hand being exhibited.

GRAND SLAM.—To gain every trick.

The following table exhibits these games in the order in which they rank or supersede each other:

THE BOSTON TABLE.	Tricks to be won by the		Reckoning for the Game.			
	Player.	Partner.	First Preference	Second. Preference	Common Suits.	Misere.
Boston	5	3	4	2	1	—
Petit Misere	—	—	—	—	—	4
Boston	6	4	8	4	2	—
Boston	7	5	12	6	3	—
Grand Misere	—	—	—	—	—	8
Boston	8	—	16	8	4	—
Boston	9	—	20	10	5	—
Petit Misere Ouvert	—	—	—	—	—	16
Boston	10	—	24	12	6	—
Boston	11	—	28	14	7	—
Grand Misere Ouvert	—	—	—	—	—	32
Boston	12	—	32	16	8	—
Grand Slam	13	—	36	18	9	—

MODE OF PLAYING.

If neither of the players undertake any of the above chances, they say

in rotation, beginning with the elder hand, "Pass," and there must be another deal, the new dealer putting four more counters into the pool.

If, on the contrary, the elder hand thinks he can get five tricks, he says "First Boston." But if the second player undertakes "Petit Misere," he supersedes the first, and may in his turn be superseded by the third engaging to get six or seven tricks, which he announces by saying "Boston," and naming the number of tricks. The fourth hand or dealer may also supersede the third by undertaking Grand Misere, or any of the chances lower down on the table. In short, whoever undertakes to *do more* than the other players has the preference. If he is to play Boston he leads, and names whichever suit he pleases for trump; but if he is to play Misere, the elder hand leads, and in this case there are no trumps. Boston likewise, if he has not undertaken more than seven tricks, may say whether he chooses to have a partner; and if so, any person who engages to get the requisite number of tricks (two less than Boston has undertaken, as appears from the table) may answer "Whist," the right of answering beginning with Boston's left-hand neighbor. When this is settled, the playing goes on as at Whist, except that the partners need not sit opposite to each other, and every one is to take up his own tricks.

If Boston and his partner get the number of tricks they undertook, or more, they are entitled to the counters in the pool at the time, called the Bets; and besides, the number of tricks they have won, added to the honors they both held, is to be multiplied by the number on the table opposite to the tricks they undertook, and under the name of the suit the trump was in; the product must then be divided by ten, and the quotient shows the number of counters they are each entitled to receive from the other players. Should the product be less than ten, one counter is to be paid to each; if fifteen, and under twenty-five, two counters; if twenty-five, and under thirty-five, three counters; and so on.

For example, suppose they undertake five and three tricks, and get nine, having two honors, the trump in Second Preference; nine tricks and two honors added make eleven, which multiplied by two (the figure under Second Preference, opposite to Boston five) gives twenty-two, considered as twenty, being under twenty-five; divided by ten, the quotient is two, and each of the players receives two counters from the other two.

Nearly the same process shows what each pays to the other players when they fail to get the requisite number of tricks. The number of tricks deficient is added to the number undertaken, and the honors being added to that, the sum is multiplied and divided as before, and the quotient shows the number of counters to be paid by the unsuccessful players to the rest of the party. For instance, suppose they undertake six and

four, having four honors, the trump in the First Preference; if they get but eight, the two deficient, added to the ten undertaken, with four honors, make sixteen, which multiplied by eight, as in the table, the product is one hundred and twenty-eight, considered one hundred and thirty; and this divided by ten, gives thirteen counters payable by them to each of the other players. Besides this, they pay a Baste to the pool, equal to the number they would have taken from it had they been successful; this is not put directly into the pool, but kept in reserve to replenish it when exhausted, and each Baste is kept separate, and the largest put in first.

It must be observed that these losses are defrayed jointly when both player and partner fail to get their requisite number of tricks; but if one succeeds and the other not, the party failing bears the whole loss. But if one gets a trick less than his number, and the other a trick more, they are *jointly* successful, and share the gains equally; and when Boston plays alone and without a partner, the gain or loss is of course all his own, and he pays to or receives from each of the other *three* players the counters won or lost, besides the pool.

In playing any of the four modifications of "Misere," the player loses or gains, as he is successful or otherwise, the contents of the pool, and pays to or receives from each of the other three, the number of counters opposite to the chance he plays, and under the head Misere, in the table. The gain or loss in playing "Grand Slam" is calculated in the same way as Boston. As soon as a trick is gained in playing Misere, or one lost in playing Grand Slam, the deal is at an end.

When the pool happens to be exhausted, and no Baste in reserve, it must be furnished afresh as at first.

If there are several Bastes on the table, and the parties wish to finish the game, they may either share the counters, or put them all into the pool at once.

FONTAINEBLEAU BOSTON.

This is undoubtedly the true game of Boston. The game in all respects resembles the Boston before described, only the Picolissimo is introduced. Here, the player declares his intention of taking one trick and no more; should he not make any trick at all, or take two tricks, he loses. In France, hearts is the best suit, then diamonds, next clubs, and last spades. In the United States and England, sometimes diamonds come first, then hearts, then clubs, and spades last.

The order of games, beginning with the lowest and ending with the highest, is:

Simple Boston—A player to make five tricks.

Six tricks.

Little Misery—All the players to discard a card, and the person declaring not to make a trick.

Seven tricks.

Picolissimo—The person playing Picolissimo, is to take one trick. If he takes no trick at all, he loses, or if he makes two tricks, he loses.

Eight tricks.

Grand Misery—To take no trick, and to do this without discarding.

Nine tricks.

Little Misery on the table—Like little misery, only the player, after the discard, places his cards face up on the table.

Ten tricks.

Grand Misery on the table—Like grand misery, only the cards are exposed.

Eleven tricks.

Twelve tricks.

Chelem (Shlem), or Great Boston—To take all thirteen tricks.

Chelem, or Shlem, or Boston, on the table—To put the cards on the table and to win every trick.

VALUES OF DECLARES.

	Clubs.	Spades	Hearts	Diamonds.	Additional Tricks—5 for each.
Simple Boston, Five Tricks	8	10	20	30	
Six Tricks	25	30	40	50	"
Little Misery	75	..	..	..	
Seven Tricks	45	50	60	70	"
Picolissimo	100	..	..	..	
Eight Tricks	65	70	80	90	"
Grand Misery	150	..	..	..	
Nine Tricks	85	90	100	110	"
Little Misery on the Table	200	..	..	..	
Ten Tricks	105	110	120	130	"
Grand Misery on the Table	250	..	..	..	
Eleven Tricks	125	130	140	150	"
Twelve Tricks	145	150	160	170	
Chelem	400	450	500	600	
Chelem on the Table	600	650	700	800	

In the payments honors count, providing the player wins, but do not count against him if he loses. In all the calls of tricks the three honors are counted as an additional five chips to be received; the four honors as ten more. The rules governing the play are precisely the same as in the first game of Boston described. In revoking, or exposing cards, the rules of Whist are applicable to Boston.

THE EARL OF COVENTRY.

THE pack must be complete, and all the cards dealt out The elder hand begins, and the game consists in playing in succession the four cards of corresponding rank, accompanying the playing by a rhyme. Thus, suppose the first to play a Ten, he says, "There's a good ten."

The 2d, "There's another as good as he."

" 3d, "There's the best of all the three."

" 4th, "And there's the Earl of Coventry."

The player of the fourth card begins again, and the playing goes on in regular order, passing those who have not corresponding cards. The person who is first out wins from all the others a counter for each card they hold respectively.

LANSQUENET.

THIS game may be played by almost any number of people, although only one pack of cards is used at a time, that is to say, during the deal. The dealer, who has a percentage in his favor, begins by shuffling the cards, and having them cut by any other person of the party; he then deals out two cards on his left hand, turning them up: then one for himself, and a fourth, which he places in the middle of the table, for the company, called the *rejouissance* card. Upon this card any or all the company, except the dealer, may put their money, either a limited or unlimited sum, as may be agreed on, which the dealer is obliged to answer, by staking a sum equal to the whole that is put upon it by different persons. He continues dealing, and turning the cards upward, one by one, till two of a sort appear; for instance, two aces, two deuces, etc., which in order to separate, and that no person may mistake for single cards, he

places on each side of his own card, and as often as two, three, or the fourth card of a sort come up, he always places them, as before said, on each side of his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two cards which he first of all dealt out on his left hand: thus he continues dealing till he brings either their cards or his own. As long as his own card remains undrawn, he wins; and whichever card comes up first loses. If he draws, or deals out the two cards on his left, which are called the hand cards, before his own, he is entitled to deal again, the advantage of which is no other than his being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

This game is often played more simply without the *rejouissance* card, giving every person round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer and another for the company.

LOTTERY.

A FULL pack of cards is used, or two or three packs mixed together according to the number playing. The simplest way of playing Lottery is to take at random three cards from a pack and place them face downward, for prizes, on the table. A banker having been chosen by lot, every player purchases from the other pack or packs any number of cards, paying a certain quantity of counters for each. These counters are put in different proportions on the three prizes, which are gained by those who happen to have purchased corresponding cards. Such cards as happen not to be drawn are continued to the next deal.

Another plan is as follows: Two complete packs of cards are used, one serving for *tickets* and the other for *lots* or prizes. Counters are then distributed in equal numbers to each player, and a certain proportion of the whole is placed in a box or dish on the table to form the fund of the lottery.

The players sit round the table, and two of them take the two packs of cards, and after well shuffling them, have them cut by their left-hand neighbors. One deals a card to each player, face downward. These are called the *lots*. Each player then places on his lot what number of

counters he thinks proper. The lots being thus prized, he who has the other pack deals likewise to each player one card, which are called the *tickets*. Each player having received his card, the lots are then turned, and each examines whether his ticket answers to any of the lots; he or they whose cards correspond to any of those, take up the lot or prize that is marked on that card.

The two dealers then collect those cards that belong to their respective packs, and after having shuffled them, deal again in the same manner as before, the lots being laid down and drawn by the tickets in the manner mentioned; and such lots as remain undrawn are to be added to the fund of the lottery. This continues till the fund is all drawn out, after which each player examines what he has won, and the stakes are paid in money by him who drew the lottery, whose business it is to collect and divide it.

SIFT SMOKE.

A COMPLETE pack of cards is divided into two halves, one portion being dealt round to the players and the others remaining on the table, the last card dealt being the trump. The cards rank as at Whist. The tricks are of no value; but each player must follow the suit led or play a trump. For each trick gained, the player takes a card from the undealt portion, and he who can hold out longest wins the stake previously agreed on.

PUT.

PUT is played with a complete pack, generally by two persons, sometimes by three, and often by four. The cards rank differently in this game from others, the trey being the best, next the deuce, then ace, king, and so on in the usual order. After cutting for deal, etc., at which the highest put-card wins, three cards, by one at a time, are given to each player; then the game is played in the following way: If the non-dealer throws up his cards, he loses a point; if he plays, and the dealer does not lay down another to it, he gains a point; but should the dealer either win the same, pass it, or lay down one of equal value, forming what is styled a tie, the non-dealer is still at liberty to put, that is, play, or not, and his opponent then only gains a point; then if both parties

agree to go on, whoever gains all the tricks or two out of three, wins five points, which are the game; if each player obtains one trick, and the third is a tie, then neither party scores.

Four-handed Put differs only in that any two of the players give each his best card to his partner, who then lays out one of his, and the game is afterward played as in Two-handed Put.

LAWS OF PUT.

1. If the dealer accidentally discover any of his adversary's cards, the latter may insist upon a new deal.

2. If the dealer discover any of his own cards in dealing, he must abide by the deal.

3. When a faced card is discovered during the deal, the cards must be reshuffled and dealt again.

4. If the dealer give his adversary more cards than are necessary, the adversary may call a fresh deal or suffer the dealer to draw the extra cards from his hand.

5. If the dealer give himself more cards than are his due, the adversary may add a point to his game and call a fresh deal, or draw the extra cards from the dealer's hand.

6. No bystander must interfere under penalty of paying the stakes.

7. Either party saying "*I put*"—that is, *I play*—cannot retract, but must abide the event of the game or pay the stakes.

Considerable daring is necessary in this game, for a bold player will often "put" upon very bad cards in order to tempt his adversary into giving him a point. Sometimes the hand is played with "putting," when the winner of the three tricks, or of two out of three, scores a point. The best cards are—first the treys, next the deuces, and then the aces; the kings, queens, knaves, and tens following in order down to the four, which is the lowest card in the pack. There are many more interesting games for two, three, or four players.

LOO.

Loo is divided into *limited* and *unlimited* loo. It is played in two ways, both with five and three cards, dealt from a whole pack, either first three and then two, or by one at a time. Any number may play at the three-card game.

After five cards have been dealt to each player another is turned up for trump; the knave of clubs generally, or sometimes the knave of the trump suit, as agreed upon, is the highest card, and is styled *pam;* the ace of trumps is next in value, and the rest in succession, as at Whist. Each player has the liberty of changing his cards for others from the pack. He may change any of the five cards dealt, or throw up the hand, in order to escape being looed. They who play their cards, either with or without changing, and do not gain a trick, are *looed;* as is likewise the case with all who have stood the game, when a flush or flushes occur; and each, excepting any player holding *pam*, of any inferior flush, is required to deposit a stake, to be given to the person who sweeps the board, or is divided among the winners at the ensuing deal, according to the number of tricks made by each. For instance, if every one at dealing stakes eight chips, the tricks are entitled to one chip each; every player who is looed paying eight chips, which, together with the dealer's stake, forms the next pool. But sometimes it is arranged that each person looed shall pay a number of chips equal to what happens to be on the table at the time. Five cards of a suit, or four with *pam*, compose a flush, which sweeps the board, and yields only to a superior flush, or the elder hand. When the ace of trumps is led, it is usual to say, "*Pam be civil*"; the holder of which last-mentioned card is then expected to let the ace pass.

THREE-CARD LOO.

THREE-CARD LOO is played by any number of persons, though five or seven is the preferable number. There is no *pam*, and the highest card in either hand wins the trick. A *miss*—that is, an extra hand—is dealt, which the elder player may exchange for his own; or if he "passes the miss," it may be taken by the next player, and so on in rotation, till it comes to the dealer. When only two players stand, the last before the dealer must either play the hand or the miss, or give up the pool to the dealer, who loses the game, which is then recommenced as before.

The method of playing this game is very simple. The first player on the left of the dealer looks at his hand, and either decides to play his own cards, take the miss, or stand out of that game by throwing up his hand. The next player does likewise, and so on till it is decided how many stand the pool. The elder player then throws down a card and the next follows, either by playing a superior card or a trump, it being imperative that he must head the trick if he can; and so the game goes on till all the hands are played out, when the pool is divided into three portions and paid to the holders of the several tricks, all those who have failed to win

a trick being looed. It is usual in the first round to deal *a single*, when all must play. Thus, in a game of five players, two must be looed at *a single*. The amount of the stake is determined on previous to the commencement of the game: but in *unlimited loo* each player is looed the whole amount in the pool till the occurrence of *a single*, which can only come about by three players only standing the game and each winning a trick. Sometimes the rule of *club-law* is introduced, when all must play when a club happens to be turned up.

LAWS OF LOO.

1. The cards are dealt over at any time, the deal being determined by cutting, the lowest card cut being dealer.

2. The dealer is looed for a misdeal.

3. For playing out of turn or looking at the miss without taking it, player is looed.

4. If the first player possess two or three trumps, he may play the highest.

5. With ace of trumps only, the first player must lead it.

6. No player may look at his own cards or the miss out of his turn.

7. No player may look at his neighbor's hand, either during the play or when they lie on the table.

8. No player may inform another what cards he possesses, or give any intimation as to any card in hand or miss.

9. If a player throw up his cards after the leading card is played, he is looed.

10. Each player must head the trick if he can, either by a superior card in the same suit or by a trump.

11. The penalty in each case of disobedience to the laws is the being looed in the sum agreed on at the beginning of the game.

CLUB LAW.

This game is the most common variation of Loo. Its object is to force a number of loos, especially if there are many in the game. When this law is adopted all the players must stand on their own cards whenever the card turned up happens to be a club. When this happens the miss is withdrawn and is added, face downward, to the undealt portion of the pack.

UNLIMITED LOO.

In this variety of the game the penalty to be paid for a loo varies with the amount in the pool, and becomes the same as the entire stakes of the preceding deal. By playing this variation a large sum can be lost within a few minutes, so that the game is rarely played outside of gambling clubs. The amount payable for the deal remains unchanged.

MIXED LOO.

This is very much like the preceding variation, except that the limit is settled upon, and beyond this limit loo does not go. As an example, suppose the original stakes to be a nickel for a deal, and a dime for loo, limited to half a dollar, a player would be looed for the amount of the pool up to the limit, even though the pool exceed fifty cents.

IRISH LOO.

This is the same as the five-card variation, except that three cards are dealt to each player and Pam is omitted.

DIVISION LOO.

This game is played just as the five-card game is played. The slight differences are not worth mentioning.

SNIP-SNAP-SNOREM.

SNIP-SNAP is played by any number with a full pack of cards. The players, having placed before them five-pence or counters as "stock," the cards are dealt in the usual way. The main idea of the game consists in playing a card of equal value with that of the next player. This *snips* you. If the third player has a card of like value, you are *snapped;* and then if a fourth card be played by the following player, you are *snored.*

Thus, say A, the elder hand, plays a knave, and B likewise plays a knave. A is *snipped*, and places one counter in the pool. If C has also a knave, B is *snapped*, and pays *two* into the pool; and if D has the other knave, C is *snored*, and pays in *three*. The fourth, of course, is safe, because all the four knaves are now played. No person can play out of his turn; but every one must *snip* or *snap* when it is in his power. When any player has paid into the pool his five-pence or counters, he retires from the game, and the pool becomes the property of the person whose stock holds out the longest. The cards are sometimes dealt three or four times before the game is decided; but if the players are reduced to two or three, they have dealt them thirteen cards each. The deal is taken in rotation, but no advantage remains with the dealer.

BLIND HOOKEY.

THIS game consists simply in risking a stake upon a card, which is won or lost by the dealer according as his own card is higher or lower than that of the player. The cards rank as at Whist, and all ties are won by the dealer. Each party has the right to shuffle, and the left-hand player cuts.

Another plan of playing is as follows: When the cards are shuffled and cut, they are divided by the youngest hand into as many portions, faces downward, as there are players. The eldest hand then gives the dealer any one of the packs, and the other players take each a portion, upon which the stakes are placed. The dealer then turns up his lot, and according as the card at bottom is higher or lower than those of his adversaries, he wins or loses.

COMMIT.

THIS game may be played by any number of persons, with a complete pack of cards, which are all dealt out, except the eight of diamonds, and a spare hand is dealt in the middle of the table, for the purpose of making stops in the playing, which is by sequences. When an ace or a king is played, the person who plays it receives from each of the party a

counter, or whatever may have been mutually agreed on; and whenever any one has played out all his cards, the game is at an end; and the person who is out (or has played all his cards) levies from all the rest of the party a counter for each card they hold, except that the nine of diamonds exempts the holder of it from paying. This nine has also the privilege of being played in lieu of any other card, so as to prevent a stop; but if played out, it does not exempt from paying for the cards in hand.

The seven of diamonds and the four kings being certain stops, are, of course, eligible cards for the elder hand to play if he holds them; or sequences, which will lead to them, ought of course to be preferred. Thus, suppose A to play the nine of hearts—he calls for the ten—F plays it, A plays the knave, D the queen, and A the king, who then receives a counter from each player, and is entitled to begin a new sequence. Whenever a stop occurs to interrupt a sequence, the person who has played the last card begins again.

Aces are not necessarily stops, though kings are, being the highest cards, but both entitle the players of them to counters from all round.

CATCH THE TEN,

OR SCOTCH WHIST.

CATCH THE TEN may be played by from two to eight persons, with thirty-six cards, the small cards of each suit, viz., the two, three, four, and five, being thrown out, and if necessary for an equal division of the cards, one or two of the sixes. If the party consists of two, three, five, or seven, each plays on his own account. When two play, three hands are dealt for each player, the first two hands from the top of the pack, then other two, and lastly the third two, the thirty-sixth card being turned up. The hands are played in the order in which they were dealt. In like manner, when three play, two hands are dealt for each, and played in the same order. If the party consists of four, A and C are partners against B and D; if six, A, C, and E, against B, D, and F—or A and D, B and E, C and F, in three partnerships; if eight, A, C, E, and G, against B, D, F, and H, or they may form four partnerships,—the partners always sitting opposite to each other, with an adversary between each two.

THE MODE OF PLAYING

Is the same as at Whist; the cards being cut, and dealt by one or three at a time, and the last one turned up for trump; they have the same value as at Whist, except in the trump suit. Forty-one is game, and the points are made by counting the cards in the tricks taken, and the honors of trumps. Each card above the party's share in the tricks taken counts for one. Thus, if four are playing, each person's share of the thirty-six cards is nine. If two partners take eight tricks (four multiplied by eight are thirty-two), they reckon fourteen toward game, that being the number over their joint shares of twice, or eighteen. The knave of trumps is the best, and reckons for eleven, ace next for four, king for three, queen for two, and the ten for ten. They are not reckoned, as at Whist, by the party to whom they are dealt, but to those who take them in the course of playing.

MAXIMS FOR PLAYING.

As the name implies, the grand object in this game is to *catch the ten* of trumps, or to prevent its being caught by the adversary. The only safe way of saving or *passing* the ten, is to play it in a round of trumps, when one of your partners has played the best trump; or if you happen to be last player, and have none of the suit led, trump with your ten, if it will take the trick, or if your partner has already taken it. These are very favorable opportunities, and do not often occur; so that it is frequently necessary to run some risk to secure so important a card—as by trumping suit in a second round, though not last player—trusting to your partner's holding the best trump, etc. If you hold the knave and king or ace and king, and have the lead, play two rounds of trumps, and you will have a chance of catching the ten in the second round, or enabling your partner to pass it under cover of your best trump. But these rules must vary so considerably according to the greater or smaller number of the party playing, that it is almost impossible, without confusing the learner, to lay down particular rules for every case. Attention to the game, with a little calculation, on the principles laid down for Whist, will soon enable any person of moderate capacity to play this game sufficiently well for the purpose of amusement; and his own interest will quickly render the gambler who understands the principles of the game an adept at it.

A revoke is punished by the total loss of the game.

THIRTY-ONE.

THIRTY-ONE is played with an entire pack of cards, and by any number of persons under seventeen. Each player puts an equal stake into the pool; three cards are dealt to each, and a spare hand, in the middle of the table, which is turned up. The object of the game is to get thirty-one, or as near it as possible, reckoning as follows: the ace stands for eleven, each of the honors for ten, and the other cards for the number of spots on them respectively; thus, ace, king, and six of any one suit reckon twenty-seven; ace, with two honors or one honor and the ten, for thirty-one; an honor, a ten, and a five, for twenty-five; and so on: but observe that all the three cards must be of one suit; and three cards of equal value, as three kings, tens, fives, twos, or aces, are better than thirty, but inferior to thirty-one. Each player in turn, beginning at the elder hand, exchanges one of his cards for one out of the spare hand; and this goes on till some one has got thirty-one, or stops changing. When any one gets game, or thirty-one, he shows his hand, and takes the pool, which finishes the game. If one stops without being thirty-one, the other players can change once more only, or till it comes to the turn of the person who stopped, and then all show their hands, and he who is nearest to thirty-one gets the pool. In the event of two or more being equal, the elder hand has the preference, only that three aces, kings, etc., rank preferably to three queens, or lower cards.

Another mode is as follows: Instead of depositing a stake, each player has two or three counters; and when all stop, the person who is lowest puts one of his counters in the pool; and he who has one or two left, after all the other players have paid in their three, is winner, and takes the whole, as in the game of Snip-Snap-Snorem. When two or more happen to be equally low they each pay a counter.

SKAT.

VALUE OF CARDS IN SKAT.—SUITS.—TRUMPS.—MATADORS.—ETC., ETC., WITH THE EXCEPTIONS.

SKAT is a game of three persons. Four persons can make up the party, but only three can play. When there is a fourth, the fourth deals in his turn, but he is out of the game every fourth round. His interest in the

game, however, remains, for if the caller of a declare makes it, the three others pay him, or if he loses he pays the dealer.

Skat is played with 32 cards, with the four suits, all the cards below the sevens being excluded, the same as in Euchre. Every game is closed when the ten cards in each hand are played.

The game is one of combinations. There are not less than seven different games in Skat, called the "Simple Game," "Tourné," "Solo," "Nullo," "Grando," "Nullo-Open," and "Grando-Open."

There is a family resemblance in the Simple game, Tourné, Solo, and Grando, which, when once understood, make an acquaintance with all of them easy.

DEALING.

The cards must be shuffled, and the first jack turned determines who shall be dealer. The first cards are given to the left. The player to the right cuts. An exposed card requires a new deal, but the deal does not pass. The same rule holds in case of a misdeal.

Each player receives ten cards in all, and there are two cards over; those two cards are known as the Skat.

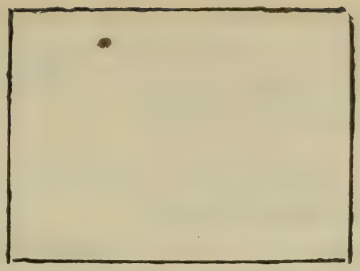
The method of dealing is to give not more than five cards to each of the three players, and then to put two cards on the table face down, not exposing them, and next to give the other five cards to the players.

After the first part of the dealing, each player having five cards, for ten cards are to be given, no matter how the cards are dealt, the skat must then be put face down on the table. This rule is invariable.

The order of proposing the game to be tried differs in Skat from other games. The order is reversed. A deals to B and C. B is known as the first hand, C as the middle, and A as the last hand. A does not ask B what he will play, but A makes the inquiry of C, who is to his right. A must have some play or he passes. Should he pass, then C asks B. In case all three have cards which they think can make a game, the one who declares the highest undertaking, incurring the greatest penalty, has the call. If two call the same game, the elder hand has it. The dealer always is the elder hand. If all three pass, and there is no call, there may be a new game dealt. In some cases, what is called Ramps is played, but Ramps does not belong to Skat.

CALLING OR BIDDING.

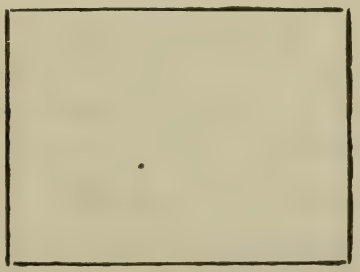
The calling may be better explained by the two diagrams. The first shows a three-handed, the second a four-handed game.



A deals. It is C who first has the say. If he does not declare anything, then B makes the inquiry of A. B may say, "tourné," meaning that he will play tourné. Then A may say, "tourné," and, being the elder hand, can take the tourné from B.

Here is another case: C may have something, and he asks B. C says, "I play tourné, what do you do, B?" If B takes a tourné too, then C must declare something higher—as solo. B may say, "I will try solo too." Both wanting to play solo, who shall play it depends on the values of the suits, to be hereafter explained. If A, the dealer, wants to play, the solo he hopes to make must be the highest paying one, or a grando, or a nullo.

In the four-handed game the rules of calling are the same.



A, the dealer, does not play at all. He has nothing to say. He may be said to be only dealing in the place of B. He neither calls nor plays, but is paid or pays.

THE SKAT.

In what are called the simple game—tourné and solo, and in grando—the skat comes into play. Turned down on the table, it belongs to the

player who makes or secures a call. The skat cannot be looked at under all conditions. Sometimes it makes the trump, and sometimes the points in it are counted for the person who takes it. In certain games it does not figure at all, and remains untouched.

SUITS AND VALUES.

In the simple game, tourné and solo:

Clubs come first.	Hearts come third.
Spades come second.	Diamonds come last.

As the respective values of these suits must always be borne in mind, an example of this can be readily furnished. A simple game in diamonds gives place to a simple game in hearts, hearts to spades, and spades to clubs, clubs being the best suit. In tourné the turning of one card makes the trump, the card being taken from the skat; but the knave of clubs, and the other knaves in the order before mentioned, are always the best trumps, then come the ace, ten, king, queen, etc., of the trumps turned.

Say some player calls the simple game, there are no contestants, no one had bid against him, or urged him up higher, then he plays the simple game. But, as it often happens, some one has declared or called a higher game—as tourné, then tourné makes the play. When a play is left to one of the three, the other two become his adversaries. If A plays anything, B and C join together to defeat him; or if it is B who has a call, A and C are his opponents; or if C plays, A and B are opposed to C.

POINTS.—GAMES.

In the simple game, in tourné, in solo, and in grando, Skat is a game of points, not of tricks. A, who makes a declare, might take eight tricks, lose two tricks and the game.

In the simple game, in tourné, solo, and grando, your declaration means that you will make sixty-one points, or more if you can. Failing to make the sixty-one points, scoring sixty points or less, you lose. We repeat purposely the names of these games in Skat—the simple game, tourné, solo, and grando—so as to impress them on the reader's mind, for there are more of these games played than of the others. Nullo and grando ouvert are exceptional calls.

THE POINTS.

The aces count the most, which is eleven. The tens count ten, the kings four, the queens three, and knaves two. The nine, the eight, and the seven have no values.

Taking all the count cards, with the tens, what are they worth?

Four Aces,	11 each	44 points.
Four Tens,	10 "	40 "
Four Kings,	4 "	16 "
Four Queens,	3 "	12 "
Four Knaves,	2 "	8 "
The total being		120

The half of one hundred and twenty is sixty. To make a simple game, a tourné, a solo, or a grando, and win it, the player must count in his tricks one point more than sixty, or sixty-one. If he only makes sixty points he loses.

Trumps in the game of Skat may have their peculiarities, but present no great difficulties.

Remembering the values, first clubs, then spades, next hearts, and lastly diamonds, the knave of clubs is the highest trump, no matter what color may have been made trumps; next is the knave of spades, then the knave of hearts, and lastly comes the knave of diamonds. After the four knaves, the ace is the best card, then comes the ten, next king, queen, nine, eight, and seven. In grando it is only the four knaves which are trumps, in the succession named. In nullo there are no trumps at all.

FOLLOWING SUIT.

In playing, a lead calls for the same suit. You must follow suit. Just as in Whist, if you cannot follow suit you may trump if you wish to, or throw away any cards at your pleasure.

All the knaves being trumps, if a heart solo were declared, and the knave of clubs were led, trumps would be furnished by the other players.

PLAYING A GAME.

A, B, and C are the performers. A has dealt, and B declares a game, a simple game in diamonds. There is no opposition, and B sets out to make the sixty-one points, diamonds being trumps. It is a low call, because a simple game in hearts would have taken it away from him by another player, as would have done a call of spades or clubs.

B, from the fact of his calling, has the privilege of taking the skat, which is the two cards not exposed. He does not show them. Just as in Picket, he incorporates the two cards in his hand, discarding or putting aside two other cards from his own hand, those which he thinks are

of the greatest importance to get rid of. It may happen that he holds two single tens, or only one. He may discard the one, or two tens, for whatever points there are in the skat or in his discard belong to him, and add to his count.

Suppose the player B was quite positive of making fifty-one points, and doubtful about one ten he held. This ten, if he could save it, would make him exactly what he wants, which is sixty-one points, and so he puts it away for safety in his discard.

B, the first player after the dealer, begins his lead. He may have the two best knaves, ace, ten of trumps, the king of his trump suit, which is diamonds. The other trumps may be divided, and all fall to his lead. His opponents, A and C, who follow suit, are doing their best all the time to prevent him counting sixty-one points. When the ten cards in each hand are played out, the count of the cards taken begins. If B has sixty-one points in the cards he has secured, he wins. If he has sixty points he loses.

Although in regular Skat the simple game is not played, beginners ought to familiarize themselves with this play, known as the simple game, for it is the foundation on which Skat has been built. The somewhat confusing addition of three more trumps, viz., the knaves, which makes a trump suit of eleven, can be understood. The Skat, and its importance, as giving the person who secures it a sight of twelve cards, is now appreciated.

PENALTIES.

The player, B, has won his simple game with sixty-one points. He is paid for the call. There are certain fixed charges which accompany all calls. Say in this instance a simple game in diamonds was worth ten chips. A pays B ten chips, as does C. If B had lost he would have paid each of the other players ten or twenty chips in all. He may then win or lose twenty points.

B has started out to make his sixty-one points, and can count only somewhere between thirty-one and sixty, then he only pays the penalty; but if he makes only thirty, he is *schneider*—the translation of which is "cut"—and if he makes no count at all, he is *schwarz*, or "black," which is equivalent to our whitewashed, or the less polite term of "skunked." There are increased penalties for both these unfortunate conditions, as when Whist used to be played when a Double or Triple was lost.

MATADORS.

The possession of the knaves also adds to the value of the hands, increasing the penalties. Remembering their succession, the knave of clubs

standing first, what are called "Matadors" begin by possessing this particular knave. A hand having knave of clubs and knave of spades, has two matadors. If the player holds the knaves of clubs, spades, and hearts, always bearing the succession of suits in hand, he has three matadors. If he holds them all he has four. If with the four knaves he has ace, ten, king, queen, these cards increase the number of his matadors, so that a hand holding all the knaves and all the other trumps, would have not less than eleven matadors in hand. But the absence of the leading knave, the one in clubs, prevents the having of these matadors. If the best knave is found in the skat, of course it belongs to the party who takes it up, and so with two or three knaves; picking up the missing one in the skat would make them all matadors.

Their absence in a player's hand, if he wins his call, his adversaries holding them, makes the matadors count in his favor. If he loses, and holds matadors, the having of them increases the penalty. The having or not having matadors, by the caller or his opponents, is an important factor, of what a player receives or has to pay out.

There are in this way, no matter what are the cards, matadors for or against the caller. At the conclusion may be found the full tables of games devised from the rules laid down by the recent Skat Congress held at Altenberg.

PROGRESSION OF THE GAME.

The term Tourné is derived from the French, and means to turn a card, and to play Tourné is to make a bid higher than the simple game. Solo is higher than tourné, and nullo a better call than solo, and beats a solo in spades, but solo in clubs is higher than nullo. There is no use in asserting that this is an unphilosophical sequence. We have to take the game as it is played. It is the cost of the game in Skat which governs the succession of calls.

Grando comes after a solo in clubs, then nullo-open. A grando with or without knaves, is the highest call that can be made.

FROM THE LOWEST TO THE HIGHEST GAME.

The game of Skat begins with the lowest call, which is the simple game, and ends with a grando with or without two or more knaves, which is the highest.

In a tabulated form the games may be seen as follows:

Simple game in Diamonds.	Tourné game in Clubs.
" " " Hearts.	Solo " " Diamonds.
" " " Spades.	" " " Hearts.
" " " Clubs.	" " " Spades.
Tourné " " Diamonds.	Nullo.
" " " Hearts.	Solo " " Clubs.
" " " Spades.	Nullo-open.

Grando, with or without two or more Jacks.

We do not give the cost of these games here, as we think it would be confusing; but the philosophy of the values will be explained hereafter. By referring to the table of values, at once the cost of any game can be determined.

WHAT IS TOURNÉ?

The simple game having been explaimed, tourné is played precisely like the simple game, only the trump is made by the player taking up one of the cards from the skat, which one card he turns face up on the table. Whatever it is, that is trumps. The person making tourné the game, may take up either of the two cards he pleases, so that he exposes only one of them; but he must do so before looking at either of them. Of the two cards he may select either the top or the bottom one, but before looking at them. That card shown is the trump. He must make sixty-one points, or lose. It is played just like the simple game. The player incorporates the two cards of the skat, into his hand, and discards tw . Whatever is in the skat, or in his discard, belongs to him.

TOURNÉ GRANDO.

When declaring a tourné, and a jack is turned, before looking at the second card in the skat, a tourné grando may be declared. It is played like a grando (see grando), but the penalties are less than for an original grando.

WHAT IS SOLO?

The player calling solo declares the trump, and by so doing, he tacitly asserts that he can make his sixty-one points without having recourse to the aid the skat might give him. He says a solo in diamonds, hearts, spades, or clubs, whatever he thinks he is strongest in. Though he does not look at the skat until the game is over, the skat belongs to him, and any points found there are to his credit. After the ten cards are played in each hand, then only he looks at his skat.

NULLO.

The player who calls nullo declares that he will take no trick. There are no trumps here. The knaves fall into the usual order of cards, as in Whist, the ace being highest, then king, queen, knave, ten, nine, eight, and seven. If the nullo player takes a trick he loses. The skat belongs to him, but is not used.

NULLO-OUVERT OR OPEN

Is a nullo or a call to make no trick at all, the player exposing all his cards, laying them on the table. It is precisely like "misery on the table" in Boston. He must take no trick. The skat is not used.

GRANDO.

This is a declare where the player dispenses with the skat, as in solo, and depends on the natural strength of his cards. When the call of Grando is made the player must count his sixty-one. Failing to do this he loses. The four knaves are the trumps, and the only trumps. Aces and tens of suits are the highest cards, then kings, queens, nines, eights, as in the other game.

RECAPITULATION.

SIMPLE GAME.—The player declares a trump and has the privilege of taking the skat, and has to make sixty-one points.

TOURNÉ.—The player turns up one of the cards in the skat, and that card makes the trump. He must make sixty-one points.

SOLO.—Without the skat the player declares a trump, and must make sixty-one points. He counts the points which may exist in the skat after the game is closed.

NULLO.—There are no trumps. The skat is not used. The player must make no tricks. The highest card is the ace, next king, then queen, knave, ten, nine, eight, seven.

NULLO-OPEN.—The same as above, only the player exposes his cards. (Sometimes by prior arrangement, a player calling Nullo, may declare a nullo-ouvert, when the first card has been played. But this is not good skat.)

GRANDO.—Without the use of the skat, the four knaves in their color succession, clubs, spades, hearts, and diamonds, being the highest cards, then the aces and tens of various suits the next, then the kings, queens, nines, eights, sevens the next, the player must make sixty-one points.

SCHNEIDER AND SCHWARZ.

A declaration is made in the simple game, tourné, solo, or grando

The player who calls it, if he has thirty points or less, loses with "schneider." He ought to have made sixty-one. The opponents have made then of course ninety, and there is an increased penalty. The rule works both ways. If no points are made at all by the player he is schwarz, or "black." The same thing happens to the opponents. A player with a strong hand, believing he can make his opponents schneider, can announce that he is going to make his adversaries "schneider." In that case, because he announces it there are increased penalties. This is called announcing "schneider." He can announce, also, that he can make his adversaries "schwarz."

PLAYS.—ADVANCING THEM AFTER A FIRST DECLARATION.

If in tourné a jack be turned up, it may, as a fortunate accident, give very much greater strength to a hand, and the player may call grando tourné, which is grando, but is not paid as much.

GRANDO WITH THE KNAVES.

Sometimes a player who has been bid up to the highest notch by a nullo-ouvert—or a nullo-open—will declare grando "without two matadors," which means that he may hold the knave of spades and knave of hearts, or the knave of spades and diamonds. He may win every point, but looking in his skat he finds there the knave of clubs. The knave is his, to his misfortune. He has declared grando "without two knaves," but he has found the knave he does not want, which he hoped was in his adversaries' hands, in his own skat, and he loses.

WHEN THERE IS NO CALL, RAMPS.

It sometimes happens that no call is made by the skat players. In such a case the cards might be thrown down, and a new game commenced. By prior arrangement, Ramsch, or Ramps, may be introduced. The three play without recourse to the skat, and the party taking the most points pays the other players. The four knaves alone are trumps, and the aces and tens, as in grando, are the highest cards after the knaves. Sometimes the aces count first, then the kings, queens, and tens. To the person taking the last trick the skat belongs. He has to count the points found in it. The person having the most points pays ten to the other players. If two have the same number of points they each pay ten to the person who has the least. If each player has forty points it is a stand-off. The Altenberg Skat Congress urges the abandonment of Ramps.

TO LAY DOWN.

In the tourné, where it is luck alone which determines the tramp, a card may be turned up, which is the only trump the player has. He is certain to lose. If he played he might be made schneider or schwarz. In order to save time he may, after the first card is played, at once declare that he cannot make the sixty-one points, and throw up the hand. He pays the smallest penalty the hand calls for. The opponents cannot give up their hands under any circumstances, though they may be certain of defeat.

TO CALL A GAME.

There can be no retrogression. A call cannot go backward to one of a lesser value. If a call be made in hearts, and driven to spades, the player may call it in clubs; this refers to solo. In tourné the turn-up regulates the trump, unless a knave is turned, then the player may call tourné grando.

THE PHILOSOPHY OF THE COUNT.

Simple games—Diamonds count	1
" Hearts	2
" Spades	3
" Clubs	4
Tourné—Diamonds	5
" Hearts	6
" Spades	7
" Clubs	8
Solo—Diamonds	9
" Hearts	10
" Spades	11
Nullo	20
Clubs	12
Grando	16
Nullo-open	40

The way of counting the penalties is increased or diminished with the matadors held by the player or by his adversaries, or whether there be schneider or schwarz made by either the player or his opponents. When schneider is announced two rates are given. When schwarz is announced there are four rates. These rates are multiplied by the fixed values made out for the calls. The matadors being the most changeable of the factors, beginning with one matador and concluding with eleven, the valuations of game in a tabular form will be found convenient, and such is presented for *every* possible combination of the game on pages 334, 335.

TABLE OF VALUATIONS OF SKAT WHERE THE COST OF EVERY GAME IS PRESENTED.

		Rate of cost.	Game.	Schneider.	Schneider announced.	Schwarz.	Schwarz announced.	Game.	Schneider.	Schneider announced.	Schwarz.	Schwarz announced.	Game.	Schneider.	Schneider announced.	Schwarz.	Schwarz announced.	Game.	Schneider.	Schneider announced.	Schwarz.	Schwarz announced.
			WITH OR WITHOUT ONE MATADOR.					WITH OR WITHOUT TWO MATADORS.					WITH OR WITHOUT THREE MATADORS.					WITH OR WITHOUT FOUR MATADORS.				
Solo. Tourné. Simple.	Diamonds	1	2	3	4	5	6	3	4	5	6	7	4	5	6	7	8	5	6	7	8	9
	Hearts	2	4	6	8	10	12	6	8	10	12	14	8	10	12	14	16	10	12	14	16	18
	Spades	3	6	9	12	15	18	9	12	15	18	21	12	15	18	21	24	15	18	21	24	27
	Clubs	4	8	12	16	20	24	12	16	20	24	28	16	20	24	28	32	20	24	28	32	36
	Diamonds	5	10	15	20	25	30	15	20	25	30	35	20	25	30	35	40	25	30	35	40	45
	Hearts	6	12	18	24	30	36	18	24	30	36	42	24	30	36	42	48	30	36	42	48	54
	Spades	7	14	21	28	35	42	21	28	35	42	49	28	35	42	49	56	35	42	49	56	63
	Clubs	8	16	24	32	40	48	24	32	40	48	56	32	40	48	56	64	40	48	56	64	72
	Grando	12	24	36	48	60	72	36	48	60	72	84	48	60	72	84	96	60	72	84	96	108
	Diamonds	9	18	27	36	45	54	27	36	45	54	63	36	45	54	63	72	45	54	63	72	81
	Hearts	10	20	30	40	50	60	30	40	50	60	70	40	50	60	70	80	50	60	70	80	90
	Spades	11	22	33	44	55	66	33	44	55	66	77	44	55	66	77	88	55	66	77	88	99
	Clubs	12	24	36	48	60	72	36	48	60	72	84	48	60	72	84	96	60	72	84	96	108
Nullo		20	..	..	..	..	..	..	..	.	..	..	..	..	..	..	..	..	..	..	..	..
Nullo-Ouvert		40	..	..	..	..	..	..	..	..	..	..	..	..	..	..	.	..	..	..	..	..
Grando		16	32	48	64	80	96	48	64	80	96	112	64	80	96	112	128	80	96	112	128	144
Grando-Ouvert		24	..	..	..	..	144	..	..	..	..	168	..	..	..	..	192	.	..	..	..	216

		WITH OR WITHOUT FIVE MATADORS.						WITH OR WITHOUT SIX MATADORS.						WITH OR WITHOUT SEVEN MATADORS.						WITH OR WITHOUT EIGHT MATADORS.					
Simple.	Diamonds	1	6	7	8	9	10	7	8	9	10	11		8	9	10	11	12		9	10	11	12	13	
	Hearts	2	12	14	16	18	20	14	16	18	20	22		16	18	20	22	24		18	20	22	24	26	
	Spades	3	18	21	24	27	30	21	24	27	30	33		24	27	30	33	36		27	30	33	36	39	
	Clubs	4	24	28	32	36	40	28	32	36	40	44		32	36	40	44	48		36	40	44	48	52	
Tourné.	Diamonds	5	30	35	40	45	50	35	40	45	50	55		40	45	50	55	60		45	50	55	60	65	
	Hearts	6	36	42	48	54	60	42	48	54	60	66		48	54	60	66	72		54	60	66	72	78	
	Spades	7	42	49	56	63	70	49	56	63	70	77		56	63	70	77	84		63	70	77	84	91	
	Clubs	8	48	56	64	72	80	56	64	72	80	88		64	72	80	88	96		72	80	88	96	104	
	Grando	12	..	..	..	..	..	..	..	..	..	..		..	..	..	..	..		..	..	..	..	..	
Solo.	Diamonds	9	54	63	72	81	90	63	72	81	90	99		72	81	90	99	108		81	90	99	108	117	
	Hearts	10	60	70	80	90	100	70	80	90	100	110		80	90	100	110	120		90	100	110	120	130	
	Spades	11	66	77	88	99	110	77	88	99	110	121		88	99	110	121	132		99	110	121	132	143	
	Clubs	12	72	84	96	108	120	84	96	108	120	132		96	108	120	132	144		108	120	132	144	156	

		WITH OR WITHOUT NINE MATADORS.						WITH OR WITHOUT TEN MATADORS.						WITH OR WITHOUT ELEVEN MATADORS					
Simple.	Diamonds	1	10	11	12	13	14	11	12	13	14	15		12	13	14	15	16	
	Hearts	2	20	22	24	26	28	22	24	26	28	30		24	26	28	30	32	
	Spades	3	30	33	36	39	42	33	36	39	42	45		36	39	42	45	48	
	Clubs	4	40	44	48	52	56	44	48	52	56	60		48	52	56	60	64	
Tourné.	Diamonds	5	50	55	60	65	70	55	60	65	70	75		60	65	70	75	80	
	Hearts	6	60	66	72	78	84	66	72	78	84	90		72	78	84	90	96	
	Spades	7	70	77	84	91	98	77	84	91	98	105		84	91	98	105	112	
	Clubs	8	80	88	96	104	112	88	96	104	112	120		96	104	112	120	128	
	Grando	12	..	..	..	..	.	..	..	..	..	.		..	..	..	..	..	
Solo.	Diamonds	9	90	99	108	117	126	99	108	117	126	135		108	117	126	135	144	
	Hearts	10	100	110	120	130	140	110	120	130	140	150		120	130	140	150	160	
	Spades	11	110	121	132	143	154	121	132	143	154	165		132	143	154	165	176	
	Clubs	12	120	132	144	156	168	132	144	156	168	180		144	156	168	180	192	

TABLE OF VALUES.

In the game of Boston, players have a printed card, on which the penalties are indicated. The one which is presented is taken from that in use by the Altenberg Skat Congress, to which august body we acknowledge our indebtedness.

It should be remembered that in some parts of Germany the simple game is rarely played, and that tourné is the first game announced. Beginners should try the simple game, as it is the A B C of Skat.

HINTS AS TO THE PROPER PLAYING OF SKAT.

A four-handed game with the thirty-two cards, as in Euchre, is well known. In Skat, which is a three-handed game, the change is somewhat confusing, and added to this are certain combinations, the presence of the knaves, which are the best trumps. The two cards in the skat, the skat being a constant factor, also increases the difficulties.

To play Skat well is an accomplishment which very few possess.

The suits which happen to be short in the person's hand who makes a call are often a matter of surprise. The player of a call has the advantage of making a short suit, by his discard in the skat. It is his object to have a short suit, so that he can trump the aces or tens, or other high cards of his adversaries.

To get the caller between the two opponents is what his adversaries must always endeavor to accomplish. It can be seen at once that if the caller of a game is short of a suit, he must trump; otherwise, with their long suit, the adversaries being on both sides of him, will put in all their aces and tens, and thus fatten their own points. To prevent this the person who has made the call, is forced to trump, and to trump may weaken his hand.

When a tourné is made, the trump suit is the result of an accident. Then, in tourné, the adversaries may take greater risks.

When a grando is called by one player, and the others have tried to establish solos, such facts should be remembered.

Strict count must be kept at all stages of the game, and the caller and his adversaries must know exactly what are the totals in the tricks taken. A good Skat player, when a round is over, always announces the exact number of points he has. In this counting, the player having the skat, knows more than his opponents. After four or five rounds, good players will be pretty well satisfied as to what is or what ought to be in the skat. This knowledge of the points, in every stage of the game, is of use in this way. A player of a call has already scored fifty points, the

adversaries have the same numbers. An ace then, which wins or loses, decides the fate of a game. Even a knave may make exactly sixty-one. In the same way when a schneider is possible, and eighty has been made, a ten or an ace put in at the right time ends the matter.

THINGS TO REMEMBER IN SKAT.

There are eleven trumps—the eight cards of the trump suit, with the three other knaves.

There are only seven cards in the other suits, because the jacks are taken from them.

When the three hands play, three cards of one suit is a long one. With four of a suit, headed with ace and ten, when tournés, solos, or grandos are played, the probability is strong that the two lower cards will both be good if trumps are out.

No game gives more opportunity for cunning or foxiness than Skat.

It is better to skip about from suit to suit if you have the aces, and make them if you can.

Do not play a suit having a ten with a guard. Wait until you are played up to.

In tourné, a player making this his game, nine times out of ten, by the discard, becomes short of a suit.

Count the game all the time, so as to know how many points you want.

It is a fair supposition that in the skat there is a knave, or some good cards.

Always try to get the person making the declare between two fires. A, B, and C are playing, and B declares. A should always try to get a lead, so that B must put on high cards or trump. If he did not, C would dump high cards on A's leads.

Skat is often a game of inspiration, and is won or lost according to whether there is boldness or timidity shown in the play.

There can be few rules laid down for Skat, for there never are two games alike.

A dull player—one who risks nothing, and only plays on what he thinks are certain hands—will lose in the long run.

If the lowest matador is played by a person declaring a game, it is safe for the adversary, the one playing after him, to put a ten or an ace on it. The player who puts the lowest matador may have them all, or the three next best, but still the chances for the player putting a high card on it, and his partner taking it, are good.

Watch closely all the discards. A game is often decided by the last

round, and an eight taking a seven, where the ten or a king of another suit falls, helps to make the sixty-one points.

In a play of tourné and solo it is evident that if the declarer has the lead, he should begin with trumps. As there are eleven trumps, the ace or tens of the suit may fall to the player as matadors; at least, the player then learns if there may not be a matador in the skat. Drawing out the trumps precludes the trumping of his own aces or tens by his adversaries. With a hand weak in trumps, it may not be always advisable to lead them. In a grando, where only the knaves are trump, precautions have to be used, so that the adversaries may not deprive the grando player of his knaves by forcing him, and then introduce their winning suit. Occasionally a pretence of strength in trumps is made, in order to deceive.

In the nullo, the person who is behind the person playing nullo, generally plays the low cards.

Nobody ever played Skat and made no blunders.

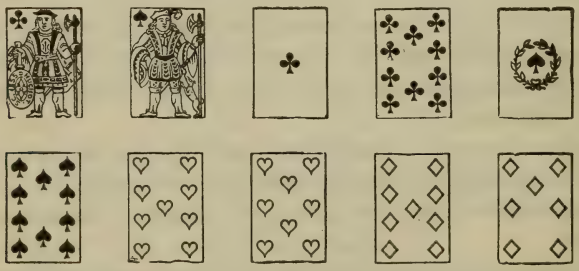
RULES.

Only the three cards of the last trick, as in Whist, can be looked at.

To revoke is to give the caller his declare, or to make the player, if he revoke, lose it.

If a wrong card is played, it can be called for, or any card at the option of the player or players.

A HAND AT SKAT.

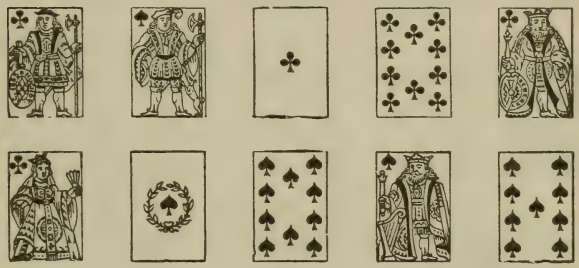


Looking at this hand, a player might be in doubt as to whether he could make a grando, providing he was first player, or had the lead. With his two jacks he would, of course, draw the other two, and would make then his ace and ten, and ace and ten of spades. But the four other low cards, will they produce him anything? There are against him, apparently, the ace and ten of hearts, the ace and ten of diamonds, four kings, and four queens, making seventy points to count against him.

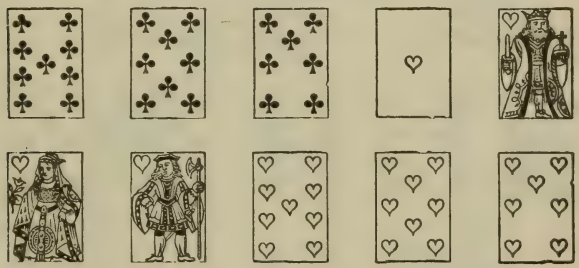
Still, it is a grando which, if properly played, must win. In his hand the four low cards represent one-third of all the low ones, and necessarily the high cards must be either in the skat or in the adversaries' hands, and will fall to his first six leading cards. If one of his own cards were, say only a queen, he would lose.

A CURIOUS GAME IN SKAT.

ELDER HAND, AND DECLARES GRANDO.



THIS SECOND HAND MAY DECLARE A NULLO-OUVERT.



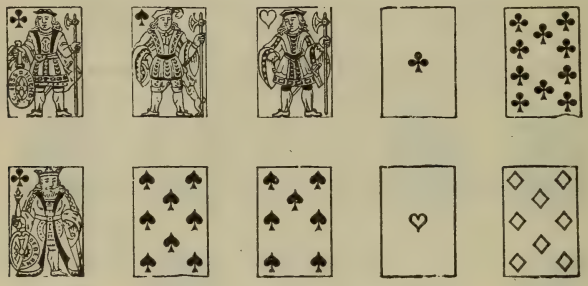
THE THIRD HAND CALLS NULLO-OUVERT.



The elder hand would have the call with a nullo-ouvert.

PROBLEMS FOR SKAT PLAYERS.—No. 1.

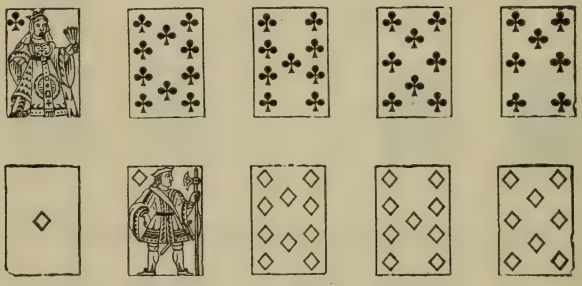
The player second in hand declares a grando, and loses, while the other party makes sixty-nine points before the grando makes a trick.



QUESTION.—What were the cards in the other hands and how were they played?

PROBLEM No. 2.

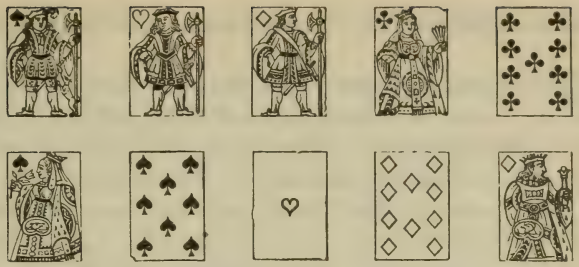
Player first hand declares nullo-ouvert, and is beaten.



QUESTION.—What were the cards in the other hands, and how were they played?

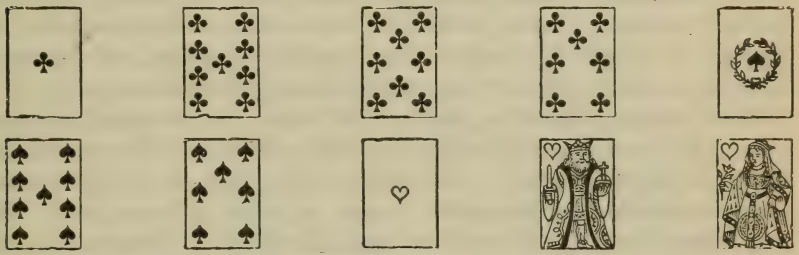
PROBLEM No. 3.

The player who is either second or third hand has these cards given him. He declares tourné, and finds king of clubs and the jack of clubs in the skat. He discards two spades, and loses the game before he can make a trick.

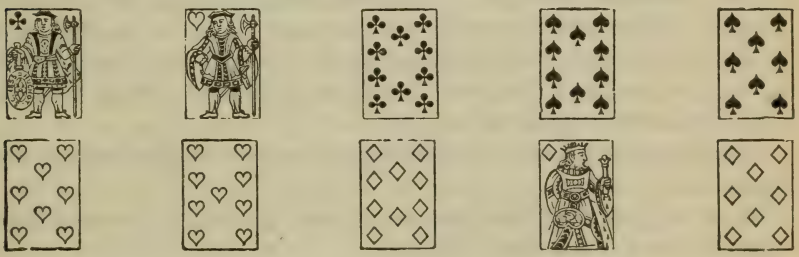


QUESTION.—What were the other hands, and how were they played?

The leading hand turned up the seven of diamonds, and the ten of hearts was in the Skat. He won the game without 10 matadors.



One of the opponents held this hand:



The second opponent's hand was:



The player puts aside twenty-one—ace and ten of hearts. He makes

twenty-four in clubs, fourteen in spades, and four in hearts; total, 63 points.

An actual hand played by the editor, was a solo in clubs, with the three best matadors, the ace, ten, king, queen of clubs, the ten of hearts, and the king and queen of spades. The middle hand led through him, and he lost with eight matadors, the jack of diamonds being in the Skat. Question: What were the other hands, and how were they played?

SUGGESTIONS IN REGARD TO SKAT.

In Skat, it becomes impossible to lay down absolute rules of guidance. Everything depends on the cards, for no two games of Skat ever are alike. Grando has the four matadors as the only trumps. Providing the player has all the four matadors, these would not make points enough for the declarer of the grando to win. The supposition is, then, that he has a long suit to work with, after the matadors have been drawn out.

Those who play against a grando ought to play, in most cases, their best suits right up to the person making the declare of grando. He must trump an ace or lose eleven points. If he trumps he is weakened, and the matador he uses may determine what other matador or matadors he may hold. The adversary in playing the ace of a long suit which the declarer has, may give a partner the chance of the discard of a ten of another suit, or may trump. We think more grandos are lost through bad play than any other declare. Adversaries in playing against grando, ought to try, if possible, to keep up two cards to a king, or three of a suit, so as to have the king or even a nine third. In grando there are only seven cards in each suit and another suit of four, the matadors.

A single misplay in grando, of those playing against the declarer, loses the game.

In all the games of Skat, playing without looking at the exact fall of cards, is sure to bring about blunders.

Just as many games are won with sixty-one points as with seventy-one or eighty-one. It is the one point which as often as not decides the question.

Players should invariably hold to the rule, that making a revoke loses the call, and it is a question whether the highest penalty, "schwarz," should not be inflicted. Taking the skat and not discarding, also loses the game.

Suppose a hand held 8 cards, as follows: ace and ten of clubs, and the aces and tens of spades, hearts, and diamonds—what would be the declare? A grando without four would probably be won, but not always.

The spirit of emulation often makes the holder of good cards call beyond his powers.

In playing the Nullo, it is never wise to return the suit, which the nullo may begin with. The player is probably short of it.

Do not suppose invariably that the high card which will discomfit the nullo player is in the skat. The chances are that the nullo hand holds it.

In the call of nullo, which is a declare, where no tricks are to be made, adversaries should bear in mind, what might have been Solo's bid. Remembering this, it will give some idea of a long suit, in one of the three hands, and play should be made accordingly.

In the declaration of a Solo, it is evident that those playing against the declarer of a solo, may take somewhat greater risks, because the soloist has not been able to make a short suit by the discard, nor does he know any more than do his adversaries what may be in the skat.

In calling a tourné when a knave is turned, the player has the right to declare a grando tourné (see Rules). Suppose he does turn a jack, and declines the tourné grando. The probabilities are that he has not more than two matadors—and these not the best. The jack turned may show this. The inference, when he declines the tourné grando, is that he is not very strong in the suit, but may have aces and tens, or good suits in other colors, not trumps.

What to do when the opponents hold an ace or a ten with one small trump, the caller declaring a tourné or solo, and playing a low matador, is difficult to determine. It is better to risk the loss of a ten or ace, when a low matador is played, because the chances are that your partner may hold the better matador. If the caller has the best matadors, the adversary or adversaries would lose the ace or ten of trumps anyhow.

Not to lead trumps on the part of the player of a call is a confession of weakness. It is often wise to pretend to be strong when you are not. Skat is a very foxy game.

There is a good deal of inspiration in playing Skat, and there never are two games which are similar. You have to catch the hang of it as it goes along.

Say you have ace and king of a suit not trumps, and the caller plays a queen. Would it be wise to take it with your ace, if you are third player? Your partner, who is second player, would have certainly put the ten on it, if he had had it. If you captured the queen with your king, you would win 7 points. If with your ace, 14 points, or twice as many points. But the caller may have the ten, and then make it, while if you kept your ace you would have scored 21 points.

The necessity of keeping an accurate mental count of all the points made, becomes now evident. If 2 points would win you the game, of course take it.

Games are often won on the part of a good player making a call, by the deliberate throwing away of a single unsupported ten he holds. Trumps, say, have been all exhausted, excepting the one the caller has. He has the ten of a suit of which the ace he knows is out. The adversaries play a card he must trump or lose the points which may be in it. The caller throws away his ten on his adversaries' trick, and takes their ace of this same suit with his last trump. Instead of losing 21 points, he has only lost 10 points, but in the aggregate has one point or more to the fore, which one point may win him the game. It is just in a case of this kind, where the cleverness of the player is discoverable. It is one of the nice points of Skat.

Remember it is very much to the advantage of the player making the call, to have the chance to discard low cards. It is bad policy for adversaries to keep at one suit too long.

Of all the new games introduced, we must declare that Skat bears the palm, as the most interesting and fullest of surprises. At the same time, to play it well is a very rare accomplishment. The want of a three-handed game has long been felt—and Skat exactly fills the demand.

With some knowledge of the many games of cards, the editor urges the study of this game, as it has qualities which few games possess, and principally this one—that Skat is so interesting *per se*, as to afford amusement without a money stake. It is then essentially a family game.

COUNTING THE GAME.

To count the points won or lost without reference to the printed tables, is not difficult.

Bear in mind these constant factors:

Tourné Diamonds,	is 5.	Solo Diamonds,	is 9.
" Hearts,	" 6.	" Hearts,	" 10.
" Spades,	" 7.	" Spades,	" 11.
" Clubs,	" 8.	" Clubs,	" 12.

Grando Tourné, is 12; Grando, is 16.

The Nullo, is 20; Nullo-open, 40.

The numbers 5, 6, 7, 8, 9, 10, 11, 12, for Tournés or Solos, are fixed factors, and these are multiplied by the changing values of hands. Game counts one, and then every matador one more. Say a tourné in diamonds is called and made, and there is one matador, for there always must be one matador for or against the player.

We have, then, tourné in diamonds 5; the game 1, as a multiple, and 1 matador as another multiple. We add the multiples 1 + 1, and have 2. Then, 5 × 2 is ten, or ten chips are won or lost for a tourné in diamonds with one matador.

Suppose it were a solo in diamonds, with one matador. The fixed factor is 9. The game is 1, the matador is 1. 1 + 1 = 2, and 9 × 2 is 18.

Suppose it were a solo in clubs, with four matadors. We have 1 for game and 4 for the four matadors. 1 + 4 is 5. Then 12 being the fixed factor, 12 × 5, or 60, is the penalty.

Take Grando, the fixed factor of which is 16. It is won or lost with 1 matador. Game 1 + 1 matador, or 2; then 16 × 2 = 32, or 32 is the lowest penalty.

If schneider is made, not called, there is one more multiple. Take this same grando. There would be 1 for game, 1 for schneider. 1 + 1 = 2, and 1 more for the matador, or a multiple of 3; and 16 × 3 would be 48. If there were 4 matadors in the grando and schneider, there would be 1 for game; 4 for the matadors. 1 + 4 = 5, and 1 more for schneider, or 1 + 4 + 1 = 6, and 16 × 6 would be 96.

Announcement of schneider increases the rate one more, and on the above grando. The multiples would be 1 + 4 + 1 + 1, or 7; and 16 × 7 = 112. If with this hand a schwarz were made, but not announced, an additional 1 rate would be added, which would make it 128. If schwarz were announced and won, it would be 1 more rate, or 144. It would be calculated in this way:

Game	1
Matadors	4
Announcement of Schneider	1
Schneider made	1
Announcement of Schwarz	1
Schwarz made	1
	9 as a multiple.

16 × 9 = 144 points.

It is sometimes the habit to announce points as, "I will make 48 or 60 points," without mentioning the suit or the declare. This is supposed to conceal the character of the hands, but recent authority is opposed to it. There can be no concealment, for a good player knows what about is the declare, and it must be fully announced in time. To beginners this method is a constant puzzle, and one which is useless.

Occasionally nullo-open, nullo on the table, is made less than forty, —as thirty-two,—but we see no good reason for this.

We are not desirous of presenting any new rules for Skat, but Americans who are quick to see the points of a game and apt to vary them, have introduced what they call a Little Nullo, which has been copied from the *Little Misery*, in Boston. The play is then with nine cards, each player discarding one card, and no trick to be made. We fail to see any good points in the Little Nullo, and are positive that it is prejudicial to the game. Another novelty is to call a Nullo Tourné, when the player turns the seven (7) of any suit. He discards just as in tourné. He must declare, however, his intention to play Nullo Tourné before looking at the second card in the Skat. The penalty is 15. Skat is excellent enough without taking any liberties with it.

As the interest in Skat has widely increased, the question has been asked the editors, "Why, in calling the various declares, are not the same methods used as in English games? they should follow the direc-

THE playing of the Grando, with the lead in the declarer's hand, does not present many difficulties. Generally being the first player, he draws out the matador which may be in the adversaries' hands. When it is not his lead, more skill is necessary, unless he has the command in two suits. It is good play on the part of the adversaries to lead up invariably from their strongest suit, especially if the person making the declare has a

tion the cards are dealt, from left to right?' Games of foreign origin have their peculiar stamp, but certainly the German method of making the declares in Skat is awkward and in opposition to custom. Germans who play American games of cards, who are familiar with Skat, often become confused when playing Skat, because they are more used to the American method. Much, then, as the editors are disinclined to change the method of Skat, they think there is good reason to accept this change in the order of declaring, and believe it will be to the advantage of the game, eliminating a confusing element. If the American method be adopted, then the declare follows in the order of the hands, just as in poker, from left to right, the player receiving the first cards being the elder hand. Certainly it is more natural and philosophical, and in no possible way disturbs the fundamental laws of the game. A good many other changes have been suggested, none of which we think worthy of attention. Some of them would quite alter the character of Skat. We even advise the change in the method of calling as indicated, believing that it will help a game, which for the amusement and fine play it affords, is the best we know of.

position between the two players. It often happens that the cards thrown away by the adversaries as useless, make the Grando for the declarer. A suit of three with the king three, ought to be guarded. The adversary's ace and ten may be good, but his low third card, which he plays, may be taken by an adversary's king, and then a schmere, or the dumping of a ten, may make him lose the game.

Players against a Grando must of course guard carefully their tens when second.

With three matadors, if they are the best, play the lowest, because sometimes it may induce the adversaries to discard a ten, and then they lose it, and the player can make the ace and king.

Grandos under certain circumstances are very much of a surprise, and often beaten by good play.

The Grando tourné is prone to accidents unless the hand is very certain. It is better not to declare schneider or schwarz unless the declarer has the lead. In fact, disappointments are so common in Skat that many players entirely ignore schneider and schwarz, because the premium is not considered worth the risk.

Leads of single tens are of doubtful policy in all the declares, especially in Grando ; but if they do succeed, it is generally woe to the declarer of a call.

A single misplay in Grando is more likely to lose the game than in any other declare.

GENERAL DIRECTIONS.

A speculative game, that is turning up a card in the Skat to make a tourné, if once commenced should be continued. Conservative players take no risks without having at least two matadors and one good suit. Judgment in the discard is everything in Skat.

A cheeky game, that is making pretence of having plenty of trumps when you have but few, often wins the game.

A very pretty play which can be resorted to at times, is when in opposition to the declarer, one of the players is short of trumps and has a single low trump. The position being as follows : A the first hand, B the second hand making the declare, C in the third hand, and A's partner. A plays something, B trumps it ; then C, who has not the suit, and cannot over-trump, throws away his low trump too. Then B must play a trump higher than A each time when led through, or C will schmere, or if A has a high trump, C can schmere, or dump high cards.

Having the strength in trumps and having led them out, it is unwise, unless under special conditions, to continue playing them, for then the

adversaries will discard, and might work in a strong suit, and make many points. Not to let your adversary, or adversaries, discard, is one of the points of Skat.

Skat is a game where sometimes inspiration is effective, for it generally defies any set or fixed rules, but nevertheless there are certain common-sense principles which govern it, and one is to get, when you can, the player between his two adversaries, that is : A is first, B second, and C third player, and B has a declare. Then if not at too great a sacrifice, A should always try to lead through B.

A bold schmere often wins a game. Many games are lost by what is known among American Whist players as "pickling."

Not paying attention to a lead when you have the nine and the seven of a suit often causes disaster. Having the seven of a suit you lead it. Your partner's or your adversaries' eight takes the trick, and your measures are defeated.

To hold back the ace, so that it may take your adversaries' ten, is one of the *chef d'œuvres* of Skat ; and how to lay low for it is the great point.

Never keep up a suit which gives your opponent a discard, for that is just what he wants. Having got clear of his low cards, he takes your high ones.

Skat is not Skat unless the points are counted all the time. About one game in ten is lost because 60 or 61 could have been made, and was overlooked.

It is never worth while on the part of the opponents to try and make a schneider on the caller, because often "vaulting ambition overleaps itself."

NULLO.

It is always bad policy to return the caller's lead. It is wise to play as if there was no skat, and that there were eight cards dealt in every suit.

GENERAL LAWS.

Skat must be played in the most rigorous manner. The exposure of a card shows so much of the game that a penalty should be exacted. Not following suit, under any circumstances, brings the loss of the declare to the person calling it, or to the adversaries.

The accidental turning up of the skat entails loss.

A declare, no matter what it is, holds good. You are responsible for your own blunders.

No matter how if in dealing a card is turned, a new deal is in order.

Incorporating the skat in your hand, and playing with any number more or less than ten cards, makes the declarer lose his game after the first card is played. A player can always increase his call, but never go back from it or lower it.

There are no penalties for a person dealing twice. The other players must look out for this, and the dealer may claim the advantage if not interrupted before he has finished the deal. There is some advantage in dealing if it gives the last call. To have the lead in a declare, except in Grando, is not an advantage unless a strong hand is held. If the declarer has a ten second, it is against him.

Four players at Skat is preferable to three, simply because a short interval of rest is then possible. Skat is, above all games, one which requires quick thought, strict attention, and as the games are rapid when three play, it is difficult to keep the head always clear.

No one ever played Skat without making mistakes.

The Editors must repeat what they have before written about Skat. Of all the games of cards, Whist only excepted, it is the most interesting, and the Editors credit themselves with the belief that this publication has in a large measure made the game popular in the United States. There never has been a Skat party without acolytes, who have taught others how to play it. If it be played for a money stake, the valuation of the chips can be made very low, for the game is so full of surprises as to be interesting when played for love.

A rather curious phase of the game has already been brought about The game which a few years ago was entirely played by Germans, has now been taken up by Americans, and there is apparently a ludicrous conflict of authority. Though there is no change in the method or *animus* of the game, some of the "*ceremonial*" of Skat is being Americanized Our temperament is too nervous, too quick and impulsive to stand the slow bidding, bantering, or raising of the German. An American with a Solo hand, cannot be restrained from calling it out at once. The more phlegmatic German loves to hug his cards and gradually comes to the highest notch, passing through tourné. He will say, tourné, then solo in diamonds, next hearts, then nullo, then clubs, and finally speak it out, "Grando."

The method known as *Zahlen-reizen*, the Skat Congress does not permit. This is to call declares by the numbers, as the penalty they are to pay or to be paid. Here some discrimination should be used if the philosophy of the game is studied. A nullo has 20 for penalty, and is not as good as a solo in clubs, which is 24. But a solo in diamonds with three matadors, entails a penalty of 24, and should be better than

nullo. This conflict can only come in the call of nullo, or nullo on the table.

As the Editors have been asked to lay down the law in this matter, they are of the opinion that any solo which exceeds in its cost that of a nullo or nullo-ouvert, should take the precedence, and so diamonds with three matadors takes the declare away from a nullo, or a club solo with three matadors is better than nullo-ouvert. If the player chooses to take the risk of finding the matador he wants in the skat, it is his business, and even if he makes the declare 61 points, and only has two matadors, he pays for his boldness.

The trouble about Skat is that to-day there are many variations from the original game. Slight and unimportant as they are, they tend to confuse the original spirit of the cleverest of all the games of cards, which first and last, is Skat.

METHODS OF COUNTING.

Many German players dispense with chips. The count is easily kept with paper and pencil, by means of algebraic signs. Thus: A, B, and C play. A makes a tourné in diamonds with one matador, and B and C lose. This may be noted in th's way:

A	B	C
+ 20	— 10	— 10

Then B wins a grando with four matadors, the game being 80. Then we have:

A	B	C
+ 20	— 10	— 10
— 80	+160	— 80

Or A loses 80, B wins 160, and C loses 80.

In order to close up accounts quickly at the end of the game, every fifth or tenth round, the person who deals, if four are playing, balances the account.

There are several methods of making out the account, but the one cited seems the simplest. When four play the method is the same. Only gains and losses are three times as much to the winner or loser of the declare.

When chips are used 300 units is a convenient number.

On the whole it seems, however, more satisfactory to play with chips, the liability to error being somewhat diminished.

Chips of various colors, each player having one particular color, makes the final settlement more speedy.

TWO-HANDED SKAT.

SOMETIMES a third player not being obtainable, Two-handed Skat will be found to be a good game.

There are 32 cards, and the Matadors, games, penalties, just as in 3 or 4-handed Skat. The cards are dealt as follows: Five cards to the left, as if there was an imaginary partner, five cards to the actual player, five more cards to an imaginary player on the right of the dealer, and then five cards more to the dealer, and two cards face down, which is the Skat. Then the imaginary partners are left out, and five cards given to the opponent and taken by the dealer. There are then ten cards in the adversary's hand, ten in the dealer's, five cards to the right of the dealer, five to the left, thirty cards, with two for the Skat, making the thirty-two cards, as in the three-handed game.

The adversary begins, making the call, as in regular Skat, tourné, solo, or grando, and takes, or does not take, the Skat, according to the Skat rules. But Skat can only be played with ten cards at a time. After a player has played five cards, he takes the five cards which are face down on his right, and his adversary does the same thing with the cards to his right. Then each have ten cards again, and the game is continued as in Skat. This two-handed game is then actually played with fifteen cards.

The surprises are many, as a poor hand, when the second batch of five cards is taken, may be excellent. To play Two-handed Skat well requires a good memory, as the hand that has taken the Skat knows exactly what cards are in, or what has been discarded.

Grandos are not difficult to make, but nullos are by no means as certain. It is a game affording a great deal of amusement, and much in vogue in Germany.

Sometimes the Nullo and Nullo-Ouverte are played with the first ten cards, and the extra five are not used.

PROPS.

In this game of chance, sea-shells take the place of dice. The shells are small, oblong ones, sometimes cowries, about seven-eighths of an inch to an inch in length by three-quarters of an inch broad. The top of the shell is cut, and into the hollow red sealing-wax is poured, so that the shell may fall equally well on either side. Four Props are used, and thrown on a table, covered with cloth. A player takes the four Props and wagers ten chips that he will throw even—that is, two Props showing the red, and two not showing the red; or he may bet that he will throw them uneven. The wager being accepted by the company, he throws, and wins, or loses, as he may have declared even or odd. The winner keeps on throwing, or offering the bet until he loses, when the Props pass to the next player to the left. The terms used by the player of the Props are, "Set to me. I bet ten chips I make the nick." Sometimes it is, "That I throw the nick."

SPOT.

In this game, court cards are worth only the imprint of the suit on them, which is one. The deuce is better than the ace; the three better than ace, deuce, or any court card. Five cards are given to each player, and the trick belongs to the player having the highest card, the ten of a suit being the best card. There is no trump. The game is one of points, each pip counting. When there are ties, the player who has made the lead wins. The player having the most points wins.

E. O.

E. O. is a modification of Roulette. Around a fixed circle are a number of lined-off divisions, with the letter E and the letter O painted on them. On these letters the player stakes his money. In the interior of the table is a movable circle into which a ball is thrown. There are forty compartments in this, lettered respectively with twenty E's and twenty O's. In this movable circle there are, however, two bar-holes, which are also lettered E and O. The bets having been made, the banker turns the inner circle, and starts the ball. Should it fall in a regular compartment, marked E, the banker pays all the wagers in the E's, and takes all those bet on the O's. Should the ball, however, fall on the bar-hole E, he does not pay E, but takes all the wagers put up on O. Should it fall into O in the same way, he does not pay the O's, but wins all the wagers on the other letter E's. It is a game where five per cent. is always to the advantage of the banker.

BOODLE.

THIS is a bastard Faro with complications.

A pack of 52 cards is used, and from another pack four cards are selected: the ace of hearts, the king of diamonds, queen of spades, and knave of clubs. These four cards are placed face up on the table, and remain there while the game is going on. The players put a stake of two or four counters, or what they please, on these four cards, selecting one or more than one, at their pleasure.

The main object of the game is to make sequences—and when in making a sequence, a player has either of the four cards, the ace of hearts, king of diamonds, queen of spades, or knave of clubs, in his hand, he wins all the stakes placed on the card.

The dealer gives in regular order one card to each player, and then deals one extra hand, which he turns face down on the table. All the cards are used. The dealer has the privilege of taking and playing this extra hand, if his own cards do not please him. The cards he has originally held, if he makes this exchange, are not seen. He alone has this privilege.

The deal passes in regular order.

The player after the dealer, begins. He has the option of leading any suit, but it must be the lowest of that suit in his hand. As he begins to play, he announces the card. For instance, it may be the deuce of diamonds. The next play by the next player must be with the three of diamonds. It may be in the same first player's hand. He must put the deuce of diamonds on the table exposed, and all other cards making up the sequence must be shown, and announced. The order of sequence is from deuce, the lowest, up to the ace.

When the sequence, say of diamonds, is ended, that closes the suit, and a new color is commenced. It may happen, however, that a stop comes, which is inability to present the next card of the sequence. It may be in the hand on the table, which is not exposed. The person who stops, pays one chip to every other player.

If during the game a player holds one of the four exposed cards, as before explained, and can play it from his own hand as one of a sequence in its regular order, he wins all the stakes put on that card.

The game keeps on, until one player has exhausted all his cards. He is entitled to as many chips as each player has cards.

There may be stakes unclaimed on the four cards, as the cards may be in the extra hand on the table. These stakes remain over for the next game. If a player blunders, and having a card which would have made the sequence, does not produce it, he pays a chip to all the other players.

BILLIARDS.

RULES FOR ALL THE LEADING GAMES OF BILLIARDS.

THE AMERICAN, OR FOUR-BALL GAME.

RULES.

First.—1. Whoever, playing from within the "string line" against an outside cushion, brings the returning cue-ball nearest the head cushion, which is the one at which the players stand, is entitled to choice of balls and lead. Provided,

(1) That, in stringing, the player's ball has not touched his opponent's

while the latter was at rest. (2) Nor has fallen into any of the pockets. In either case the player loses choice and lead. (3) Should the cue-balls, both being in motion, come in contact, the strokes are invalid, and must be played over.

2. In "stringing," it is required that both cue-balls shall be struck simultaneously, or so nearly together that one ball cannot reach the lower cushion before the other has been put in motion.

Second.—1. The player who wins the choice of balls and lead must either roll his ball down toward the lower cushion, as an object for his adversary to play at, or else compel his adversary to lead off, as above described.

2. In leading, the player's ball must be played from within the string-line, and struck with sufficient strength to carry it beyond the deep-red ball on its appropriate spot at the foot of the table. But it must not be played with such strength as to repass, after having come in contact with the lower cushion, the deep-red ball. Nor yet must it touch either red ball, nor lodge on the cushion, nor fall into a pocket, nor jump off the table. In any of the cases mentioned in this section, or in case the cue-ball is not struck with sufficient strength to pass beyond the deep-red, it shall be optional with the adversary (Player No. 2) to make No. 1 spot his ball on the pool-spot nearest the lower cushion, or lead again; or he may take the lead himself.

3. No count or forfeiture can be made or incurred until two strokes have been played.

4. Once the lead is made, the game is considered as commenced, and neither player can withdraw except under circumstances specified in Rule VII.

Third.—1. The game is opened by Player No. 2 playing on the white ball at the foot of the table.

2. Should he fail to hit the white first, or fail to hit it at all, he forfeits one point, which shall be added to his adversary's score. Should he pocket himself after hitting a red ball first, he loses three points, even though he may have subsequently hit the white.

Fourth.—1. If the striker fails to hit any of the other balls with his own, he forfeits *one* point, which, as well as other forfeitures, must be added to his adversary's score.

2. The striker forfeits *two* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having struck or been in fixed contact with the other white, no matter whether it has touched one or both of the reds.

[An exception to this clause will be found in Rule III., Sec. 2.]

3. The striker forfeits *three* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having come in contact with one or both of the reds, and not the white. The same applies if neither red nor white be struck.

[It is now quite common, in playing the American game, to count one point for single caroms, and two for double ones. This method, decidedly more equitable than the old way of determining the value of a carom by the color of the balls struck, has been adopted by all the leading players in their match games. As heretofore, one point is reckoned for a miss; but when the cue-ball falls into a pocket, or bounds over the table, or lodges upon the cushion, a forfeiture of one point is exacted. When, however, caroms are counted in twos, threes, and fives, the forfeitures are the same as prescribed in these Rules. Pushing strokes, at one time penalized, and subsequently practiced by expert players as a matter of necessity only, are once more under a ban. Professionals have abandoned it, and in their public contests it is no longer tolerated. And players will search these Rules in vain for any warrant for its use—the clause to the effect that "any shot made with the point of the cue is fair," having been expunged in 1867.]

4. If the player cause any ball to jump off the table, and should it, by striking any of the bystanders, be flung back upon the table, it must still be treated as if it had fallen to the floor. If a red ball, it must be spotted; if a white, held in the hand. Should it be the last striker's ball, he forfeits two or three, the same as if it had gone into a pocket.

Fifth.—1. If either player plays with his opponent's ball, the stroke is foul; and, if successful, he cannot count, provided the error is found out before a second shot is made.

2. Should two or more strokes have been made previous to the discovery, the reckoning cannot be disturbed, and the player may continue his run with the same ball, or he may have the balls changed. The same privilege is extended to the opposing player when his turn comes to play.

3. Should it be found that both players have used the wrong ball successively, he who was first to play with the wrong ball cannot put in a claim of foul against his opponent, as the latter, in using the wrong ball, was simply playing from his proper position on the table.

[It is the position of the cue-ball, and not its mere color or designation, that governs. Aside from this, before one player can charge another with error, it must be shown that no act of his contributed to that error.]

4. Though the striker, when playing with the wrong ball, cannot count what points he may make, except in those cases mentioned above, never-

theless, whatever forfeitures he may incur while playing with the wrong ball he is bound to pay, as if he had been playing with his own.

5. Should, however, both the white balls be off the table together, and should either player, by mistake, pick up the wrong one and play with it. the stroke must stand, and he can count whatever he has made.

[As he plays from his proper position, it is immaterial, because no advantage is to be gained which ball he uses. In this case, as in the others where it is permitted to play with the wrong ball, the balls should be changed at the conclusion of the run. This will prevent confusion and disputes.]

6. If the striker play at a ball before it is fully at rest, or while any other ball is rolling on the table, the stroke is foul.

7. If, after going into a pocket, a cue-ball or an object-ball should rebound and return to the bed of the table, it must be treated as a ball not pocketed.

8. If the player, when playing with the butt or side of his cue, does not withdraw the butt or side before the cue-ball touches the first object-ball, the stroke is foul.

9. A stroke made while a red ball is off the table, provided its spot is unoccupied, is foul.

10. If the game being played is one in which hazards, or pockets, do not count, a red ball that has been pocketed or forced off the table shall be spotted on another spot, provided its own is occupied, and provided, also, the non-striker's ball is off the table at the time. If the light-red, it shall be placed on the dark-red spot; and if that spot is occupied, the light-red shall be placed on the pool spot at the foot of the table. If the dark-red, it shall be placed on the light-red spot, etc. If both reds are off the table at the same time, and their spots are occupied by the two whites, one of the reds may be placed on the pool spot. The other must remain off the table until its proper spot is vacant.

11. If, after making a successful stroke, the player obstructs or otherwise affects the free course of any ball in motion, the stroke is foul, and he cannot score the points made thereby.

12. A touch is a shot. And if, while the balls are at rest, a player touches or disturbs any ball on the table other than his own, it is foul. He has, however, the privilege of playing a stroke for safety, provided his own ball has not been touched, but he can make no count on the shot.

13. In playing a shot, if the cue leaves the ball and touches it again, the stroke is foul.

14. If the striker, through stretching forward or otherwise, has not at least one foot on the floor while striking, the shot is foul, and no points can be reckoned.

15. If, when the player's ball is in hand, he does not cause it to pass outside the string before touching any of the object-balls or cushion (except in the case mentioned in the following Rule), the stroke is foul, and his opponent may choose whether he will play with the balls as they are, have them replaced in their original positions, or cause the stroke to be played over; or, should the player pocket his own ball under such circumstances, the penalty may be enforced.

16. Playing at a ball whose base or point of contact with the table is outside the "string," is considered playing out of the "string," and the stroke is a fair one, even though the side which the cue-ball strikes is hanging over, and therefore within the "string."

17. Playing directly at a ball that is considered in the "string" is foul, even though the cue-ball should pass wholly beyond the "string" line before coming in contact.

18. Giving a miss inside the "string," when the player is in hand, is foul; but he may, for safety, cause his ball to go out of the "string" and return.

19. If a player alters the stroke he is about to make, at the suggestion of any party in the room—even if it be at the suggestion of his partner in a double match—the altered stroke is foul.

20. Placing marks of any kind whatever, either upon the cushions or table, is foul; and a player, while engaged in a game, has no right to practice a particular stroke on another table.

Sixth.—1. When the cue-ball is in contact with any other ball, the striker may effect a count either by playing first upon some ball other than that with which his own is in contact, or by playing first against the cushion, or by a *massé*. In either of the two last-mentioned cases it is immaterial which ball the returning cue-ball strikes first.

2. Should the cue-ball be in contact with all the other balls on the table—or if with two balls only, while the remaining ball is on the table in such a way that the striker cannot play either on the free ball or the cushion *first*—it shall be optional with him to have all the balls taken up and the reds spotted as at the commencement of the game. It shall also be at his option to take the lead himself or compel his opponent to lead.

Seventh.—1. The player may protest against his adversary's standing in front of him, or in such close proximity as to disarrange his aim.

2. Also, against loud talking, or any other annoyance by his opponent while he is making his play.

3. Also, against being refused the use of the bridge, or any other of the instruments used in that room in playing, except where a special stipulation to the contrary was made before commencing the game.

4. Or in case his adversary shall refuse to abide by the marker's, referee's, or company's decision on a disputed point, which it was agreed between them to submit to the marker, referee, or company for arbitration. In any one or all of the foregoing cases, if the discourtesy be persisted in, the party aggrieved is at liberty to withdraw, and the game and all depending upon it shall be considered as drawn.

5. Should the interruption or annoyance have been accidental, the marker, if so requested by the player who is entitled to repeat his stroke, must replace the balls as near as possible in the position they occupied before the player made the stroke in which he was interrupted.

Eighth.—The marker must replace the balls, if called on, as nearly as possible, in their former position: 1. In the case mentioned in the fifth paragraph of the preceding Rule.

2. Where any of the balls, when at rest, are moved by accident.

3. Where any of the balls, while rolling, are suddenly obstructed, either by accident or design, on the part of any person other than the player. In this case, the marker, if so requested by the players or referee, shall place the interrupted ball as nearly as possible in the situation which it would apparently have occupied had it not been stopped.

4. Where the cue-ball, resting on the edge of a pocket, drops into it before the striker has time to play.

5. Where the object-ball, in a similar position, is rolled back into a pocket by any of the ordinary vibrations of the table or atmosphere.

6. In all the cases aforementioned where it is specified that, in consequence of a foul stroke, the player's opponent shall have the option either of playing at the balls as they are, or causing them to be replaced by the marker.

7. When either or both of the red balls are pocketed or forced off the table it is the marker's duty to spot them before another stroke is played —except (the game being played is caroms and pockets) the spot appropriate to either be occupied by one of the playing balls, in which case the red one must be kept in hand until its position is uncovered.

8. If, after playing a ball, the player should attempt to obstruct or accelerate its progress by striking it again, blowing at it, or any other means, his opponent may either play at the balls as they stand, or call upon the referee or marker to replace them in the position they would otherwise have occupied.

9. It is the duty of each player to see that a ball is properly spotted be-

fore the next stroke is made. As in the case where a player is in hand, a claim of foul, after the cue-ball has been struck in the one instance, and the red ball disturbed in another, cannot be entertained. All claims to the effect that the red ball is not on its spot, or that the striker's ball is not inside the "string," when he is about to play after having been in hand, should be made *before* the stroke is played, as it can seldom be decided *after* the stroke, whether there was any ground for the claim.

Ninth.—1. Each player must look after his own interest and exercise his own discretion. His opponent cannot be compelled to answer such questions as, "Is the ball outside or inside the 'string'?" "Are the balls in contact?" and so forth. These are questions for the player's own judgment to decide.

2. When the cue-ball is very near another ball, the player must not play directly upon that ball without having warned his adversary that they do not touch, and given him or his umpire time to be satisfied on that point.

3. It is obligatory upon the adversary or umpire to call "time!" or give some other notice of his approach, if, while the player is preparing to make a stroke, either of them desires to look at the ball or submit a question to the referee.

4. Each player should attend strictly to his own game, and never interfere with his adversary's, except in the cases mentioned in Section 9 of Rule VIII., or when a foul stroke or some other violation of these Rules may call for forfeiture.

RULES OF PIN POOL.

First.—Player No. 1 must play with the remaining white ball, from any point within the string-line at the head of the table, at either the red or white ball, or place his own on the spot.

Second.—Player No. 2 may play with either ball on the table—red or white.

Third.—After the first stroke has been played, the players, in their order, may play with or at any ball upon the board.

Fourth.—Unless the player has played on some ball upon the board before knocking down a pin, the stroke under all circumstances goes for nothing, and the pin or pins must be replaced, and the player's ball put upon the white-ball spot at the foot of the table, or if that be occupied, on the nearest unoccupied spot thereto. But should two balls be in contact the player can play with either of the balls so touching, direct at the pins, and any count so made is good.

Fifth.—If a player, with one stroke, knocks down the four outside pins and leaves the central one standing on its spot, it is called a Natural or Ranche, and under any and all circumstances it wins the game.

Sixth.—But if the player has knocked down pins whose aggregate number, when added to the number on the small ball in his cup, exceeds a total of thirty-one, except in case mentioned in Rule Five, he is then "burst," and must drop out of the game unless a "privilege" is claimed. If this claim is made it must be before another stroke is made, as otherwise he can only re-enter the game by the full consent of the players.

Seventh.—Players having "burst" can claim a privilege as often as they "burst"; and when privilege is granted, the player draws a new small ball from the marker, and has then the option either of keeping that which he originally drew or adopting the new one then drawn; but one or the other he must return, or else he cannot, under *any* circumstances, be entitled to the pool.

Eighth.—When a player bursts and a privilege is taken, the player so bursting retains his original number in the order of its play. Thus, if there are ten players, and No. 2 bursts, he appears again under privilege as No. 2, and follows No. 1, next stroke.

Ninth.—If a player makes a miss, or pockets his own ball, or causes it to jump off the table or lodge on the cushion, or if after jumping off it should be thrown back upon the table by any of the bystanders—under any of these circumstances the ball must be placed on the spot, five inches from the bottom cushion on the central line, or should that be occupied, then on the red-ball spot, or should that too be occupied, then upon the spot at the head of the table.

Tenth.—Should the spot appropriated to any of the pins which have been knocked down be occupied by any of the balls, the pin must remain off until the spot is again uncovered.

Eleventh.—If a player has made thirty-one he must proclaim it before the next stroke is made; for which purpose a reasonable delay must be allowed for calculation between each play more especially in the latter portion of the game. But if a player has made thirty-one, and fails to announce it before next play (a reasonable time having passed), then he cannot proclaim the fact until the rotation of play again comes round to him. In the meanwhile, if any other player makes the number and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed, before.

Twelfth.—Merely touching a pin or shaking it goes for nothing, and the pin must be replaced on its spot. To count a pin it must be either knocked down or removed two full inches from the spot on which it

stood, in which case it shall be counted even though it maintains the perpendicular.

Thirteenth.—A player cannot use any count he may have made by playing out of his turn; but if he has made pins enough to burst him by such stroke, the loss is established, unless in cases where he was called on to play by some other of the players, or the marker, who either believed or pretended it was his turn. In such case he cannot be burst by his stroke, and he whose turn it was to play plays next in order.

Fourteenth.—Pins which have been knocked down by a ball whose course has in any wise been illegitimately interfered with do not count; nor can pins knocked down by any other ball set in motion by the same play be reckoned.

Fifteenth.—If a ball jump off the table, and be thrown back by any of the bystanders in such a way as to knock down pins, such pins do not count, and the ball must be considered off the table, and spotted as aforementioned, and the pins replaced. But if any other ball set in motion previous to the jumping of the ball off the table by the same stroke gets pins, the pins so made by the other ball must be reckoned.

Sixteenth.—If the marker finds that there are any of the small balls missing, it is then his duty to announce the number of the missing ball, as in no case can a player having that ball, or more than one small ball in his possession, win the pool. His other duties consist of keeping and calling the game at each stroke, and see that the pins and balls be spotted when and as required.

Seventeenth.—A player taking a privilege is entitled to a stroke to secure his stake to the pool.

Eighteenth.—It is the duty of each player to see that he is credited with the proper number of points by the marker after each stroke, and no claim can be allowed after a succeeding stroke has been made without the *full* consent of the players.

Nineteenth.—The game-keeper is not responsible to the winner of a pool for more than the actual amount received from the players in the pool.

Twentieth.—A player shall not be entitled to any pin or pins knocked down by him unless his small ball be placed in its proper place in the board.

Twenty-first.—A player in this game, as in billiards, has the sole right of looking after his own interests, should see that the pins are up before playing, and neither the game-keeper nor any of the bystanders has any right to dictate to or advise him, unless by the *full* consent of the players.

Twenty-second.—The game-keeper shall collect the pool and make up

the game; deal out the small balls to the players; see that the balls and pins are properly spotted; that there are no more small balls out than there are players in the pool, and if any ball or balls are missing, proclaim the number or numbers to the players, as the pool cannot be won by such balls; call out each number in its turn to the players, and pro claim, loud enough for him to hear it, the number the player already counts from pins knocked down.

Twenty-third.—No person is considered in the game unless his pool be paid in.

Twenty-fourth.—Any pins knocked down by jarring the table, blowing upon the pins or ball, or altering or intercepting the ball's course in running, does not count, nor is the player entitled to any pin or pins that may be made by any ball (though not interfered with) during the same play.

Twenty-fifth.—Should a player, in the act of striking his ball or playing, knock down pins otherwise than with the ball played with or at, he is not entitled to such pins, or any others he may make by the same stroke.

The following notes on Pin Pool apply directly and exclusively to that form of it known as the "plant" game.

1. When a player makes a stroke and knocks down pin or pins, and wishes to plant, he must declare that he plants before another stroke is made.

2. But a player wishing to call a planter can plant even if he fail to make pins on his preceding stroke.

3. If those who plant have the same number, thus making a tie, counting their small ball and the board, the player planting first shall be good and the last planter bursted.

4. If a player in the game should burst, he can purchase any small ball still in the game by consent of the player owning such ball.

5. No player can play the planter's ball but himself.

6. No player can purchase a ball until his own is dead.

7. No player can purchase a ball after having seen more than one, without the full consent of the players.

8. If the planter should make the four outside pins, as in Rule Five of Pin Pool relating to natural or ranche, or should make thirty-one for the preceding player, it shall be declared pool for the player planted upon.

THE RULES OF CUSHION CAROMS.

DEFINITION.—A cushion carom is when the cue-ball takes one or more cushions before effecting a carom, or the cue-ball makes a carom, then strikes one or more cushions, then the object-balls.

A doubtful stroke, calling for a "close decision," must be given in favor of the doubt and against the striker—*i. e.*, when it is difficult to say whether the cue-ball has struck a cushion before or after contact with the object-ball.

First.—The game is begun by stringing for the lead; the player who brings his ball nearest to the cushion at the head of the table winning the choice of balls and the right to play first, as in the American game. Should the player fail to count, his opponent then makes the next play, aiming at will at either ball on the table.

Second.—Each cushion carom counts one for the striker. A penalty of *one* shall also be counted against the player for every miss he makes during the game.

Third.—A ball forced off the table is put back on its proper spot. Should the player's ball jump off the table after counting, the count is good, the ball is spotted, and the player plays from the spot.

Fourth.—If the balls are disturbed accidentally, through the medium of any agency other than the player himself, they must be replaced, and the player allowed to proceed.

Fifth.—If, in the act of playing, the player disturbs any ball other than his own, he cannot make a counting stroke. Should he disturb a ball after having played successfully, he loses his count on that shot, his hand is out, and the ball so disturbed is placed back as near as possible in the position which it formerly occupied on the table, the other balls remaining where they stop.

Sixth.—When the cue-ball is very near another, the player shall not play without warning his adversary that they do not touch, and giving him sufficient time to satisfy himself on that point.

Seventh.—When the cue-ball is in contact with either or both of the object-balls, it shall be optional with the player to spot the balls and play as at the opening of the game, or to play away from the ball or balls with which he is in contact, and count from a cushion.

Eighth.—When the player's ball is in contact with a cushion, the ball may be played so as to rebound from the cushion, and if by reason of this rebound it comes in contact with the two object-balls, either before or after striking another cushion, the stroke is a valid cushion carom; but if the player should aim directly at the object-balls when his ball is in con-

tact with a cushion, without making the cue-ball either rebound from the cushion or take another cushion before effecting the carom, it is no count.

Ninth.—FOUL STROKES.—It is a foul and no count can be made:

1. If a stroke is made except with the point of the cue.

2. If the cue is not withdrawn from the cue-ball before the latter comes in contact with an object-ball.

3. If when in hand the striker plays at a ball that is *inside* or *on* the string line, or if when in hand he plays from any position not within the six-inch radius.

4. If in the act of striking, he has not at least one foot *touching* the floor.

5. If he strikes while a ball is in motion.

6. If the player touches the cue-ball more than once in any way, or hinders or accelerates it in any other way than by a legitimate stroke of the cue; or if, during a stroke or after it, he in any way touches, hinders, or accelerates an object-ball except by the one stroke of the cue-ball to which he is entitled.

7. As touching any ball *in any way* is a stroke, a second touch is foul. Should a ball that has once come to a standstill move without apparent cause, while the player is preparing to strike, it shall be replaced. Should it move before he can check his stroke, it and all other balls set in motion by that stroke shall be replaced, and the player shall repeat his shot, inasmuch as but for the moving of the ball he might have counted where he missed, or missed where he counted.

8. It is a foul against the striker if any ball be disturbed, hastened, or hindered by an opponent, or any one but himself, whether the ball or balls are at rest while he is aiming or striking, in motion after he has struck, or at rest again after he has struck, and pending his again taking aim; and he shall have the same option as is given his opponent in Sec. 7 of this rule.

9. It is a foul if the striker plays directly at any ball with which his own is in fixed contact.

10. It is a foul to place marks of any kind upon the cloth or cushions as a guide to play; also foul to practice the banking shot for the lead-off upon the plea of testing the balls, which, until the moment of banking, shall never be hit with a cue, and after banking shall not again be hit with the cue until the opening stroke is made; and it is also foul if the striker, in making a shot, is assisted by any other person in any way save by being handed the bridge, long cue, or having the chandelier pulled aside, etc., by the marker, after he has requested the latter to do so.

11. Playing with the wrong ball is foul. However, should the player

using the wrong ball play more than one shot with it, he shall be entitled to his score, just the same as if he had played with his own; as soon as his hand is out, the white balls must change places, and the game proceed as usual.

12. Should a player *touch his own ball* with the cue or otherwise previous to playing, it is foul, the player loses one, and cannot play for safety. It sometimes happens that the player after having touched his ball gives a second stroke; then the balls remain where they stop, or are replaced as near as possible in their former position, at the option of his opponent.

Tenth.—In order to restrict deliberate playing for safety, it shall be optional with the non-striker, if his opponent makes a miss in each one of three successive innings, to accept the third miss or reject it, and force his antagonist to hit at least one object-ball; and for this purpose that antagonist's ball shall be replaced by the referee. Should two balls be hit by this stroke, there shall be no count.

RULES OF THE BALK-LINE GAME.

First.—The table shall be prepared by the introduction of four lines distinctly marked upon the cloth, eight inches from each cushion, and extending from end to end, and from side to side of the table. The game is played with three balls.

Second.—The lead and choice of balls are determined by banking from inside the string line, as in the regular three-ball game.

Third.—1. The player winning the bank may either require his antagonist's ball to be placed on the radius spot, and take the lead himself; or he may have his own ball spotted, and require his opponent to open the game. The player opening the game may play from anywhere within a six-inch radius of which the spot at the head of the table is the base, but can make no count unless his ball has hit the red before hitting the white. 2. After the opening stroke the striker plays at either ball, from any position in which he may find his own, subject to certain rules as to *foul strokes*.

Fourth.—In the opening shot, and also whenever, by a counting stroke, he has sent his ball off the table, or lodged it on the cushion rail, and likewise whenever he elects to spot balls that are "fast," the striker is "in hand." The non-striker's ball never becomes "in hand."

Fifth.—One point shall be given the striker for every fair carom, and for every failure to hit an object-ball he shall forfeit one point to his adversary.

NOTE.—The tendency of late has been to extend the balk line, and to make a 14-inch balk line. The object is to cause players to make shots requiring larger angles when the caroms come from the cushion. According, however, to prior arrangement, the 8 or the 14 inch balk line may be agreed upon.

Sixth.—The object-balls shall be in balk as soon as both have stopped within any one of the eight spaces defined by the balk lines. A ball *on* the line is a ball *within* it.

Seventh.—It is then a foul, and no count can be made.

THE RULES OF TWO-BALL POOL.

First.—Player Number One must lead with the red, but has the privilege of spotting his ball, in case the lead does not please him. But if, in a pushing lead, he does not withdraw his mace or cue from the ball before it passes the middle pockets, the stroke is foul, and player Number Two has the option of playing at the ball as it is left, having the lead played over again, or causing the red to be spotted on the pool spot.

Second.—Each player has one, two, or more lives, as may be agreed on. When he forfeits these he is said to be dead, except when he obtains what is called a "privilege," meaning one chance more.

Third.—This privilege, except where all the players consent to its remaining open, must be taken by the first man "killed"; and the person so killed must determine whether he will accept it or not at once, before another stroke is played. [This is the strict rule of the game, and as such may be enforced; but as a general practice, the privilege remains open until taken up by some one of the players.]

Fourth.—After a game has been commenced, no one can take a ball, except with the consent of all who are already in the game; and after the privilege is gone, no stranger can be admitted to the game under any circumstances.

Fifth.—Any person in the pool whose lives are not exhausted, and who thinks a hazard may be be made in a certain position, can claim the stroke, or "take the hazard," as it is technically called, in case the striker does not choose to risk that particular stroke himself. Should the person who takes the hazard fail to execute it, he loses a life.

Sixth.—The player has the best right to take a hazard, and must be marked if he fails to pocket the ball, in case any other player in the pool has offered to take it.

Seventh.—In playing out of his turn the player loses a life, unless he pockets the object-ball, in which case the ball pocketed loses a life, and the next in rotation to the person who ought to have played plays.

Eighth.—But if one player misdirect another by calling on him to play, when it is not his turn, the misdirector, and not the misdirected, loses a life, and the next in turn must lead with the red as usual.

Ninth.—Whoever touches any of the balls while running forfeits a life.

This rule is invariable, and can only be relaxed by the consent of all the players.

Tenth.—No player can own or have an interest in more than one ball at a time; nor can he buy another ball, nor own an interest in another ball, while his own ball is either alive or privileged.

Eleventh.—After the number which he drew is dead, he may buy that of another player, and take his place; but if the seller only dispose of an interest in his ball, he must either continue to play it himself or sell out his ball *in toto*, in which latter case any member of the original pool may buy and finish out the game.

Twelfth.—But no person not included in the original pool can be permitted to buy in and play; though outsiders may purchase an interest in a ball, still permitting the original member of the pool to play it.

Thirteenth.—If the leader sells his number upon the lead the purchaser must either allow the lead made to stand or the ball may be spotted at his option.

Fourteenth.—A lead once made cannot be changed, even when the next player sells his ball to a third party; but the leader has, at all times, the option of having his ball spotted.

Fifteenth.—No player can strike twice in succession, under any circumstances, except when there are only two players left, and one of them has holed his opponent's ball. In that case the person who has pocketed the ball must lead for his adversary to play on.

Sixteenth.—When only two players are left, and either of them wishes to divide or sell, his opponent shall have the first right of buying, provided that he offers as much as is offered by any of the others who are entitled (by having been in the original pool) to purchase. But should he not offer as much, then the ball may be sold to the highest duly qualified bidder.

Seventeenth.—If a player, playing on the lead, places his ball outside of the string, and has his attention called to the fact by the leader before the time of striking his ball, it is optional with the leader either to compel him to play the stroke over again or let the balls remain as they are.

Eighteenth.—If it be found that the marker has not thrown out balls enough for the number of players at the commencement of the game, his mistake will not alter the conditions of the pool. The balls must be again shaken up and thrown over, and then the game commences.

With the foregoing exceptions, the rules of the ordinary American game as to striking with both feet off the floor, interrupting your adversary when in the act of striking, etc., etc., may be applied to two-ball pool.

RULES OF THE THREE-BALL GAME.

First.—The game is begun by stringing for the lead; the player who brings his ball nearest to the cushion at the head of the table winning the choice of balls and the right to play first, as in the American game. Should the player fail to count, his opponent then makes the next play, aiming at will at either ball on the table.

Second.—A carom consists in hitting both object-balls with the cue-ball in a fair and unobjectionable way; each will count *one* for the player. A penalty of *one* shall also be counted against the player for every miss occurring during the game.

Third.—A ball forced off the table is put back on its proper spot. Should the player's ball jump off the table after counting, the count is good, the ball is spotted, and the player plays from the spot.

Fourth.—If in playing a shot the cue is not withdrawn from the cue-ball before the cue-ball comes in contact with the object-ball, the shot is foul, the player loses his count, and his hand is out.

Fifth.—If the balls are disturbed accidentally through the medium of any agency other than the player himself, they must be replaced and the player allowed to proceed.

Sixth.—If in the act of playing the player disturbs any ball other than his own, he cannot make a counting stroke, but he may play for safety. Should he disturb a ball after having played successfully, he loses his count on that shot; his hand is out, and the ball so disturbed is placed back as near as possible in the position which it formerly occupied on the table, the other balls remaining where they stop.

Seventh.—Should a player touch his own ball with the cue or otherwise previous to playing, it is foul, the player loses one, and cannot play for safety. It sometimes happens that the player after having touched his ball gives a second stroke, then the balls remain where they stop, or are replaced as near as possible in their former position at the option of his opponent.

Eighth.—When the cue-ball is very near another, the player shall not play without warning his adversary that they do not touch, and giving him sufficient time to satisfy himself on that point.

Ninth.—When the cue-ball is in contact with another, the balls are spotted, and the player plays with his ball in hand.

Tenth.—Playing with the wrong ball is foul. However, should the player using the wrong ball play more than one shot with it, he shall be entitled to his score just the same as if he had played with his own; as

soon as his hand is out, the white balls must change places, and the game proceed as usual.

RULES OF PYRAMID POOL.

Rule 1.*—In match or tournament contests the game is begun by banking, the same as in the three or four-ball carom game. The winner of the lead has the option of playing first himself from within the string at the head of the table, or obliging his opponent to play first from the same place. For convenience, two white balls of the same size as the pool balls may be provided for banking.

When a series of games are played the players must take first stroke alternately.

Rule 2.†—The player who makes the opening stroke must play from within the string at the head of the table against the pyramid of object-balls directly, without first taking a cushion, with such force as either to make three of the object-balls strike a cushion, or at least one object-ball go into a pocket. Should he fail to do either, the balls are to be set up again, he forfeits three points, and must play again. A second similar failure loses him the game. All balls pocketed on the opening stroke count for the player, and it is not necessary for him to call the numbers of the balls he intends pocketing before making the opening stroke.

Rule 3.—Before making any other stroke except the opening stroke the player must *distinctly* call the number of the ball he intends to pocket, and unless he does so the ball pocketed does not count for him, and must be placed on the deep-red spot, or if that be occupied, as nearly below it as possible. The player loses his hand, but does not forfeit any points, and the next player plays. Should he call more than one ball he must pocket all the balls he calls, otherwise none of them can be counted for him.

Rule 4.‡—After the opening stroke each player must either pocket a

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* This method of determining the order of playing is to be used only when there are two players. When there are more than two players, the order of playing is determined by lot; usually by rolling out of a receptacle, provided for the purpose, little numbered balls, which are numbered 1, 2, 3, 4, etc., according to the number of players. The player to whose lot No. 1 falls plays first, No. 2 second, and so on. Changing places in playing is not allowed.

† Should the striker hole the cue-ball in the opening stroke, and by the same stroke drive three or more balls against a cushion or into a pocket, he forfeits three *only* for the holding of the cue-ball.

‡ Should the striker hole the cue-ball during the game, and by the same

ball or make an *object*-ball strike a cushion, under penalty of forfeiture of three points. Two such forfeitures in succession—that is, provided no shot is made between—loses the player making them the game.

Rule 5.—Should the player pocket, by the same stroke, more balls than he calls, he is entitled only to the balls he calls before the stroke. The other pocketed balls are to be spotted on the deep-red spot, or if it be occupied, as nearly as possible below it.

Rule 6.—All strokes must be made with the *point* of the cue, otherwise they are foul.

Rule 7.—When two players only are engaged in a game, and one player's score amounts to more than the aggregate numbers of the balls credited to the other player, added to that remaining on the table, the game is ended, the player whose score is higher than this total wins. But when more than two players are engaged the game is ended only when the aggregate of the numbers of the balls remaining on the table do not amount to enough to tie or beat the next lowest score. It is the duty of the game-keeper to proclaim it when a game is won.

Rule 8.—A forfeiture of three points is deducted from the player's score for making a miss; pocketing his own ball; forcing his own ball off the table; failing to make the opening stroke, as provided in Rule 2; failing either to make an object-ball strike a cushion or go into a pocket, as provided in Rule 4; striking his own ball twice; playing out of his turn, if detected doing so before be has made more than one counting stroke.

Rule 9.—A ball whose centre is on the string line must be regarded as within the line.

Rule 10.—If the player pocket one or more of the object-balls, and his own ball go into a pocket, or off the table from the stroke, he cannot score for the numbered balls, which must be placed on the spot known as the deep-red spot; or, if it be occupied, as nearly below it as possible, on a line with the spot, the highest numbered balls being placed the nearest; and he forfeits three for pocketing his own ball or driving it off the table.

Rule 11.—A ball going into a pocket and rebounding again on to the table is to be regarded in the same light as if it had struck a cushion, and is not to be counted as a pocketed ball. It retains its place where it comes to rest on the table. An object-ball forced off the table, and rebounding again from some object foreign to the table, must be replaced

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stroke drive one or more balls against a cushion or into a pocket, he forfeits three *only* for the holing of the cue-ball.

on the deep-red spot, or if that be occupied, as nearly below it as possible. If it is the cue-ball it is to be regarded as being off the table and in hand. The gas-fixture, or other apparatus for lighting the table, when placed directly over the table, is not considered an object foreign to the table, and should a ball striking the fixture rebound on to the table, it must retain its position on the table where it comes to rest.

Rule 12.—A ball resting on the cushion must be regarded as off the table.

Rule 13.—When the cue-ball is in hand, the player may play from any place within the string at any object-ball outside of it; but he is not allowed to play at any object-ball which is within the string. Should none of the object-balls be outside, that ball which is nearest outside the string should be spotted on the deep-red spot, and the player may play at it.

Rule 14.—Should the striker touch the cue-ball with the point of his cue it shall be accounted a stroke. Should he touch it with any other part of the cue except the point, or with his clothing, or anything else, it is to be replaced by the referee in its original position, or left as it is when it comes to rest, at the option of the next player. The striker loses his hand, forfeits three points, and the next player plays.

Rule 15.—Should the player touch an object-ball with the point or any other part of the cue, or with his clothing, or anything else, the ball so disturbed is to be replaced by the referee in its original position, or left as it is, at the option of the next player. The striker loses his hand, and loses three points.

Rule 16.—A counting stroke cannot be regarded as being completed until all balls set in motion by the stroke have come to rest.

Rule 17.—A stroke made when any of the balls are in motion is foul. Should such a stroke be made, the balls are either to be replaced or left as they come to rest, at the option of the next player, and the next player plays. The striker loses his hand and forfeits three points.

Rule 18.—Should the player strike his own ball twice he forfeits three points, and the balls disturbed in consequence of the second stroke are to be replaced by the referee in the position they occupied before the first stroke, or left as they are when they come to rest, at the option of the next player. The striker loses his hand, and the next player plays.

Rule 19.—Should a player play out of his turn it is foul. The balls should be replaced in the position they occupied before the stroke, and he whose turn it was plays. But should a player, playing out of his turn, make more than one stroke before being checked, the strokes so made are fair, and he is entitled to any counts he may have made by such strokes, and he may continue his play until his hand is out. After his

hand is out (and the player whose turn he took, plays), he is not to play again when his *regular* turn comes, and not until his regular turn comes around the *second* time.

Rule 20.—Should the balls, or any of them, on the table be accidentally disturbed by any other person or cause than the player, they are to be replaced as nearly as possible in their original position, and the player may continue.

Rule 21.—Push-shots are allowed—that is, it is not necessary to withdraw the point of the cue from the cue-ball before the latter touches an object-ball. When the cue-ball is in contact with another ball, the player may play directly at the ball with which it is in contact.

Rule 22.—When the striker is in hand, should he play at any ball that is within the string line, or if, when in hand, he plays from any position not within the string line without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is checked before making the stroke, and then makes it, it does not count for him. His hand is out, and the next player plays.

Rule 23.—It is foul, and the striker forfeits three points, if while in the act of striking he has not at least one foot touching the floor.

Rule 24.*—It is foul if the striker removes obstructions from the table, though it is his privilege to demand their removal; his hand is out, he forfeits three points, and the next player plays.

Rule 25.—Should a ball that has come to a standstill move without apparent cause while the player is preparing to strike, it must be replaced. Should it move before he can stop his stroke, it and all the other balls set in motion by that stroke must be replaced, and the player shall repeat his stroke; inasmuch as but for the moving of the ball he might have counted where he missed, or missed where he counted.

Rule 26.—Tie games, except in match or tourney games, when two players contend for prizes or for a money stake, must be decided by lot in the same manner as the order of playing is determined. The player to whose lot the lowest number falls is the loser; or the ties may be determined by the position of the players in the game next after that in which they have tied, provided all the parties interested agree. When two players are playing in match or tourney games a tie game is reckoned as void and must be played over to determine the winner.

Rule 27.—In this game no player is allowed to withdraw before the game is played out; by so doing he forfeits the game.

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* This rule applies *only* to match or tournament games, where but two players are contending for prizes or a money stake.

FIFTEEN-BALL POOL.

This game is played with fifteen numbered balls, as in Pyramid Pool, the rules of which are given on page 381. The sixteenth ball is white and is not numbered. Before beginning the game, the fifteen balls, which are numbered from 1 to 15, are placed at the far end of the table in the form of a triangle with the 15 ball at the apex. All the high numbers are near the apex and the smaller numbers form the base. The Rules of Pyramid Pool govern this game, except that:

If the striker pockets the cue ball on the opening stroke and fails to make two balls in the pyramid touch the cushion, he forfeits three. In a match or tournament, if he fails to do this, the balls are reassembled in triangle and he forfeits two points. Every failure causes the player to receive a scratch and he must pay a forfeit of three. Three successive forfeitures lose the game to the player making them. If two players only are competing, and the score—that is, the sum of the numbers on the balls—of one player amounts to more than the aggregate numbers on the balls credited to the other player and those on the table, he wins. If the balls are disturbed they can be replaced or left as they are.

Rules 23 and 27 of Pyramid Pool are omitted altogether. In Rules 2, 4, 8, 10, 13, 16, and 21 the forfeiture is three points instead of one ball. At the opening the striker is entitled to all balls pocketed.

CHICAGO POOL.

Chicago Pool is played with fifteen numbered balls also. The object of the game is to put the balls into the pockets in numerical order. The table is arranged in this way:

One-ball is placed against the cushion at the foot of the table at the first right-hand diamond—the right being upon the right of a player facing the head of the table; the 2-ball at the centre diamond of the same cushion, and the third at the first diamond on the left; then 4, 5, 6, 7, 8, and 9 balls are placed against the left-hand cushion and the 10, 11, 12, 13, 14, and 15 against the right-hand cushion. It does not really matter how the numbers are placed.

After the decision as to who is to lead, the first player must hit ball No. 1. If he puts it in the hole it goes to his credit and he plays for No. 2, and so on until he misses. If in playing on 2 he also pockets 15, both count for him. The rules of Fifteen-Ball Pool, except where they conflict with the above, govern this game.

BOTTLE POOL.

The old American Athletic Club of New York City adopted a set of rules for this game which have been accepted as standard. They are:

This game is played on a pool table with one white ball, the 1 and the 2 ball, and the pool bottle. The 1 and the 2 ball must be spotted at the foot of the table at the diamonds nearest each pocket, while the pool bottle stands on its neck on the bottle spot in the centre of the table.

1. Any number of persons may play, the rotation of the players being decided on as in ordinary pool.

2. The game consists of thirty-one points.

3. The first player, called player number one, shall play with the white ball from any point within the string at the head of the table, at either the 1 or 2 ball, as he may prefer.

4. The player who has the least number of points at the end of the game shall be considered the loser

5. The player who leads must play at one of the object balls before making a carom on the pool bottle.

6. A player making more than thirty-one points is *burst,* and must begin over again. He does not thereby lose his shot; and all that he can make over and above thirty-one points is scored on his new string.

7. When a player caroms on the bottle from any of the balls in such a way as to set the bottle on its bottom, he wins the game, then and there, and under all circumstances.

8. If the 1 or 2 ball touches the bottle, and, in the same play, it is knocked over or stood on bottom by the cue ball, it does not score to the player's credit.

9. When the player forces the bottle off the table or into a pocket, the bottle must be spotted—*i.e.,* replaced—on its proper spot in the centre of the table, and the player loses his shot and forfeits one point, the next player playing.

10. The player cannot use the bridge, but he may use the tip of the cue or the butt end of it, according to preference.

11. After the ball is spotted, if it be the 1-ball, it must be spotted on the red spot at the foot of the table, or if that be occupied the ball must then be spotted at the 1-ball spot at the diamond; again, if that be occupied, then on the 2-ball diamond. This same law governs the spotting of the 2-ball also.

12. The player who makes a foul stroke shall lose his shot, and furthermore forfeit one point if he has any points to his credit.

(*a*) It shall be a foul stroke when the player misses both object balls.

(*b*) When he misses both balls and knocks down the bottle.

(*c*) When the player knocks down the bottle with his cue or person.

(*d*) When the cue ball is forced off the table.

(*e*) When the bottle is forced into a pocket or off the table.

(*f*) When the player knocks down the bottle with the cue ball prior to coming in contact with an object ball.

(*g*) If the player has not one foot, at least, touching the floor.

13. Whenever the bottle is knocked over by a carom or an object ball, and it cannot be put on its proper space on its neck without coming in contact with an object ball, the bottle must then be spotted on its proper spot. If, however, this happens to be occupied, it must then be spotted on the red-ball spot, or, if that also be occupied, on the white-ball spot.

14. The player does not forfeit a point when, in playing, he knocks the bottle off the table or on to a cushion with one of the object balls, but he forfeits his shot and the next player plays.

15. Whenever the bottle spot is occupied by an object ball and it is necessary to spot the bottle, it must be spotted on the red-ball spot, or, that being occupied, on the white-ball spot.

When a player has made thirty-one points he must announce the fact before the next stroke is made. If he does not he cannot announce it until his next play. In the meantime, if another player make thirty-one and announce it in the proper manner, he has the right to the pool.

In scoring, carom on two balls counts two points; pocket the 1 ball, one point; pocket the 2 ball, two points; caroming from ball and upsetting bottle counts five points; to upset bottle to standing position, ten points.

If a player sends his own ball into the pocket, the score he has made during the play is void and he takes one off his string. If he runs over the end of the game he has to start over again, with the privilege of continuing to play until he fails to score. A scratch takes off one point. If the player hits the bottle before missing the ball, he takes one off his string. If a player knocks the bottle off the table, he has to start over again.

BLOCK OR EVERLASTING POOL.

This game may be played by any number of persons and in the ordinary manner, except that it is for lives only, without a subscribed stake.

It is played with colored balls, which are played in the order named: white, red, yellow, green, brown, blue, pink, spot white, spot red. Red plays white, yellow plays red, brown plays green, etc. After all the colored balls are on the table the black one is placed there. At this the

first striker plays. A player pocketing a colored ball may play at the black, and if he holes it he receives not only the life he took for the colored ball, but also the value of a life from each player. If he misses the black or forces his own ball off the table, he pays a life to each player. No ball can be moved to allow the striker to play on the black, but the black may be removed to permit the striker to play on the right object ball.

Any person can enter the game at any time, but cannot play in the round. He may also, on stating his intention, retire at any time.

The price of a life is determined before the game starts.

THE PLANT GAME.

This is another variety of pin pool. When a player making a stroke knocks down a pin and wishes to "plant," he must announce that he plants before he makes another stroke. A player who wishes to call a planter may plant, even though he failed to make pins on his preceding stroke. When the players who plant have the same number, counting their small ball and the board, the player who plants first shall be good and the last planter bursted. When a player bursts he can buy any small ball in the game with the consent of the owner. No player may play the planter's ball but himself. No player may buy a ball until his own is dead.

RUSSIAN OR FIVE-BALL POOL.

Russian Pool is played by two persons and with five balls: two white—for the contestants—one red, one white or pink or green, and one yellow. The game generally is thirty-six points.

The red ball is placed on the spot at the head of the table, the white on the centre spot, and the yellow at the foot. The first player may play from any point and is not obliged to touch a ball. If his ball touches any of the colored balls, he loses a point for each ball touched and the balls are replaced on the spots. The second player must hit the white ball of his adversary. The white balls score two points each and may be driven into all pockets. The yellow ball scores six points and can be sent only into the centre pocket. If a ball is put in any pocket but the one intended, it loses the number of points which otherwise it would have gained. A carom scores two on whatever balls made.

If the spot of a ball that has been pocketed is occupied, it must be put on the spot furthest from its spot. If all the spots are occupied, it must be placed on the small line the furthest away toward the other balls.

If a player other than the one playing touches a ball when it is in motion, he loses the ball and the player continues to play. A player who is playing must not touch his own ball or a colored one. If he does he loses its value. He loses nothing if he touches his adversary's ball, but the latter can leave the ball where it stops or can take it into his hand.

LOSING PYRAMIDS.

This is seldom played. It is the reverse of Pyramids. It consists of losing hazards, each player using the same striking ball and taking a ball from the pyramid on each losing hazard. The balk is no protection in this variation.

SHELL-OUT.

This is also a variation of the Pyramid game and any number can play it. For each winning hazard the striker gets from each player a small stake, and for each losing hazard he pays them a small stake. This is kept up until the pocketing of the white or the last colored ball.

HIGH-LOW-JACK GAME.

A set of balls used in the Fifteen-Ball game is used in this variation of Pyramid Pool. Any number can play. The 15-ball is High, the 1-ball Low, the 9-ball Jack, and the highest aggregate game. Where players have one and two to go to end the game, the first balls holed score out first.

In setting up the pyramid, the High, Low, and Jack balls are placed in the centre, with high at the head of the three named balls. When the players have one each to go, in place of setting up the pyramid, a ball is placed at the foot of the table in direct line with the spots and must be pocketed by banking. The player pocketing it first wins. The rules for Fifteen-Ball Pool govern this game.

SPANISH BILLIARDS.

This game is played more in Mexico, Cuba, New Orleans, and California than it is in other parts of the country, although it is played frequently in all billiard parlors. It is played with two white balls, one red, and five pins like the pins used in pin pool. The red ball is placed on its spot and it is struck by the first player from within the back semicircle. The five pins are set in the form of a square in the centre of the table, one pin being set in the centre of the square. The game is thirty-nine points. Hazards, caroms, and knocking over the pins count.

The player knocking down a pin after striking a ball scores two points, and gets four points if he knocks down two pins. He gets two points for every pin knocked down, except for the middle pin, for which, if he knocks it down alone, he gets five points.

The player who pockets the red ball gets three points in addition to two for each pin knocked down by the same stroke. The white ball counts two and each carom counts two. If a player knock down pins with his own ball before striking another ball, he forfeits two for each pin knocked down. If he puts his ball in a pocket without hitting another ball, he forfeits three points; while for missing altogether he loses one. If he forces his own ball off the table without hitting another ball, he loses three points; and if he does this after making a forfeit or carom, he loses as many points as he would have won. The laws of the four-ball game (page 390) apply to this, except where they conflict with these special rules.

TWO-CUSHION CAROM.

In this game the rules are the same as those observed for Cushion Caroms (page 400), the only difference in the play being that the player must strike two instead of one cushion between the balls. The three-cushion carom game, which is very rare, requires the hitting of three cushions between balls.

TWO-BALL GAME.

This game of billiards is rarely seen in this country. Fancy players and those who like variety play it at times. The rules of the ordinary game govern this. In Mexico, Spain, and South America it is quite a favorite. The player must touch two cushions with the cue ball before he hits the other.

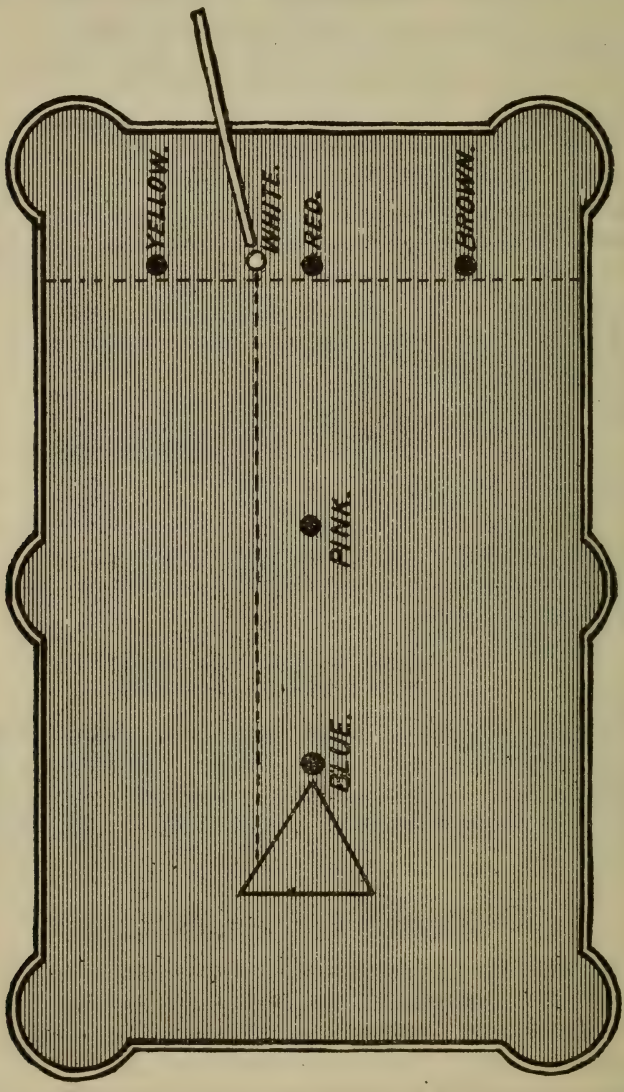
THE GAME OF SNOOKER.

This is one of the most popular and entertaining extensions of Pyramid Pool. In addition to the fifteen balls of the pyramid, a given number of pool balls are placed on the table, as shown in the diagram on page 416.

A player must pocket a pyramid ball before he can play at one of the pool balls, and he is not permitted to strike a pool ball before he strikes a pyramid ball. If he does, his adversary scores as many points as the pool ball struck would have been worth had it been pocketed under the

rules. The balls used at Snooker are: Black, which scores seven; blue, six; pink, five; brown, four; green, three; yellow, two.

The black is placed on the spot occupied by the red in billiards; the



blue at the apex of the pyramid; the brown on the spot to the left of the balk; the green in the centre of the same; the pink in the centre of the table; yellow on the right-hand spot of balk.

When any of the pool balls are pocketed they are replaced on their own spots. When a pyramid ball has been pocketed the player must play at a pool ball. If all the pool balls are covered by pyramid balls he is snookered. If he can, he may strike any one of the pool balls by first striking a cushion. He must call his spot. A game of Snooker takes longer than two games of Pyramid.

It is great fun in this game to put a white ball so close behind a pool ball that the next player cannot hit a pyramid ball, which snookers him from all of them.

LAWS OF THE GAME OF SNOOKER.

Any number can play. A new player can enter at the end of a round, or an old one can stop.

The player shall first play at a red ball and cannot play at a ball of another color until after he has pocketed a red ball. He can play at any number of red balls in succession, but after he has taken a colored ball he may play again and take a red ball prior to again playing on a colored ball.

A player who has taken a red ball and then put a colored ball into a pocket shall replace the latter on the original spot before playing again. For every colored ball which is not put back each player must pay a penalty of one point for each stroke made by him until said ball is replaced.

A player is responsible for the proper placing of the balls and that they all are on the right spots, and this he must see to before he plays. He is liable to be called upon for a penalty of one point for every ball not in its proper place prior to the making of a stroke. The striker may be required to replace any ball out of place.

For every ball pocketed the striker receives its value from every one of the players. Any penalties must also be paid to each player. If a player strikes one or more balls and pockets his own, he must forfeit the value of the ball first struck. If he pockets the ball he plays for, and caroms and pockets one or more colored balls, he must receive the value of the ball he played for and pay the value of the highest colored ball he pocketed. This does not apply to red balls, any number of which may be pocketed.

For striking the wrong ball the striker pays the value of the ball hit. But one colored ball can be taken at the same stroke. For making a miss and running in, the striker loses one point. The other rules as adopted by one of the leading billiard parlors of New York follow:

If, when playing on a red ball, the striker misses and hits a colored ball and with the same stroke accidentally pockets one or more of the red balls, he loses the value of the colored ball he hit first and cannot therefore score. The red balls thus pocketed must be put back on the table.

If, after all the red balls are pocketed, the player shall pocket a colored ball and then carom on to one or more colored balls and pocket them also, he is entitled to receive the value of the ball he first played at and may pay the value of the highest colored ball he pocketed in the same stroke.

If, when all the red balls are pocketed, the player pocket his own ball as well as the colored ball he played at, the ball pocketed shall be put on the table and the player must lose the value of the colored ball.

When the white ball is touching a colored ball the striker cannot score; he must, however, play his stroke and is liable to any penalties incurred.

When more than one error is committed in one stroke, the very highest penalty must be exacted. Penalties do not hold good after one complete round has been played.

When a player forces a ball off the table he must pay the full value of that ball, or, if it be in the case of the white ball, as if he had made a coup.

For making a foul stroke or fouling another ball the player may not score.

For playing out of turn the striker must pay one point to each of the other players, besides any other penalty incurred, and furthermore he shall not receive any of the points he has won.

No ball can be temporarily taken up. No red ball can be replaced on the table, save when forced off or for a foul stroke, or as mentioned above.

When it is necessary to replace a colored ball and the spot is occupied, it must be placed on the nearest vacant spot. All disputes must be decided by a majority of the players, unless a referee has been agreed upon.

TAROT.

SPECIAL cards are required for Tarot, the game taking its name from an additional series of cards known as tarots. The game can be played by taking two packs of cards and adding numerals to the additional cards.

According to the nationality of the players, the number of cards vary. There are tarot packs of eighty and of seventy-eight cards, but usually a pack of fifty-four cards is used in the United States. This pack of fifty-four cards is made up as follows: In hearts, the king, queen, knight or jack, and valet, four, three, two, ace—eight cards. In diamonds, king, queen, knight or jack, and valet, four, three, two, and ace —eight cards. In clubs, king, queen, knight or jack, and valet, nine, eight, seven, and six. In spades, the same cards—eight in all. In addition to these, there are the regular twenty-one tarots, variously designated with many fanciful names, such as "the death," "the moon," etc. These cards have numerals printed on them, beginning with one and ending with twenty-one. There is one more tarot called the fool or the joker. This is a card which has neither hearts, diamonds, clubs, nor spades on it, but is pictured like a jack. It is the highest trump and can take everything. It has also exclusive privileges, and the holder of it, when tarots are led, if he announces it, need not follow suit, unless he chooses to. The tarots take all the other cards, as would trumps, the joker being the highest, the one of tarots the lowest. In the other suits, the king is highest, then queen, next knight or jack, then valet, the other cards according to their pips. There being thirty-two cards with diamonds, hearts, clubs, and spades, with the twenty-two tarots, that makes fifty-four cards.

There are two methods of playing Tarot, either counting points or tricks.

In the United States the point game is generally played, and four play. Twelve cards are given to each person, which is forty-eight cards, leaving six cards over, which are turned face downward. No trump is made. The elder hand, if not satisfied with his cards, can bid for the privilege of taking these six cards. Say he bids two chips. He has to pay two chips to each of the players. Anybody else bidding more can take these cards. The person taking these cards discards his own cards.

Trumps are the tarots, and the twenty-one of tarots count four, the joker four, the kings four, queens three, knights and valets two each.

Suits must be followed. Taking the last trick counts two. The person winning must have the greatest number of points.

When played for tricks, the player taking the greatest number of tricks wins.

Both the games of points and tricks may be played with partners.

As has been before stated, Tarot varies greatly in the method of playing it. Germans, Swiss, Italians, and Spaniards all have different ways, using packs of cards having from fifty-two to eighty cards in them. No two nationalities play the game alike. In the United States all latitude is permissible in Tarot.

Tarot has at least this much of interest in it, that it is among the very oldest of games of cards, there being positive evidence of its having been played in Italy at the close of the fourteenth century. Requiring special cards, it is not likely to be ever again much in vogue.

BACKGAMMON.

BACKGAMMON tables are marked with twenty-four *points*, colored alternately white and black, or white and red (see diagram). The points should be sufficiently long to hold five men, about half of the fifth man projecting beyond the point. Between the points in White's tables and those in Black's tables is a space on which the dice are thrown.

The points are thus named; the one to the extreme left in White's inner table (see diagram) is called White's ace point; the next White's deuce point; the others in order White's trois, quatre, cinque, and six points. The ace point in White's outer table is called his bar point, and the others in order the deuce, trois, quatre, cinque, and six points of White's outer table.

The points in the opposite tables are similarly named for Black.

The *men* are the same as those used for Draughts, only fifteen white and fifteen black men are required, instead of twelve.

The men may be reversed, making the outer table of what in the diagram is the inner table, and *vice versâ*. It is immaterial which way they are disposed; it is usual, however, to make the home table the one nearest the light.

The *dice-boxes* are one for each player. The *dice* are two in number.

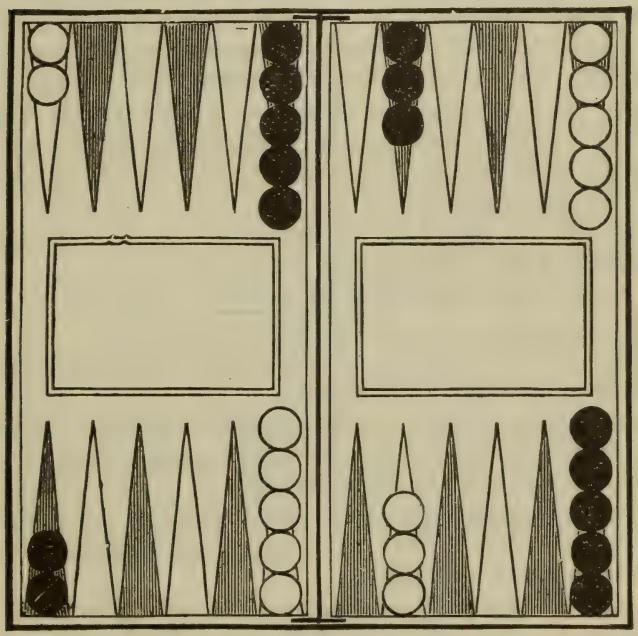
DESCRIPTION OF THE GAME.

INTRODUCTORY.

Backgammon is played by two persons, who occupy positions opposite to each other, where the words "White" and "Black" occur in the diagram, the player of the white men being placed by Black's tables, and

WHITE.

BLACK'S INNER TABLE. BLACK'S OUTER TABLE.



WHITE'S INNER TABLE. WHITE'S OUTER TABLE.

BLACK.

vice versâ. The board is furnished at the commencement of a game as shown in the diagram.

THROWING.

Each player takes one dice-box and shakes one die in it, two fingers being placed over the open end of the box, to prevent the die from being shaken out.

After shaking, the die is thrown on the board. The player who throws the higher number has the first play. He may either adopt the two numbers thrown, or he may take up the dice and throw them again.

PLAYING.

After throwing, the caster should call the numbers thrown. Thus, if he throws four, two, he calls quatre, deuce (the higher number always being called first), and proceeds to play any of his men a number of points corresponding to the numbers thrown.

The march of the men is from the opponent's inner table to his outer table, then to the caster's outer table, and lastly to his home table. It is obvious that the white and black men are played in opposite directions.

One man may be played the whole throw, or one man one of the numbers thrown and the other man the other. Thus White might play quatre, deuce by carrying one man from the six point of Black's outer table to his own six point; or he might play one man from the deuce point of his outer table to his quatre point, and another man from his six point to his quatre point.

When men are played in the last-named way, so as to occupy a previously blank point with two men it is called *making a point*. White might similarly play any other of his men—*e. g.*, one from his outer table to his six point, and any other man four points.

If White plays in this way, the man played a quatre will remain on a point by himself. This is called *leaving a blot*.

If two similar numbers are thrown (called *doublets*), the caster plays double what he throws. Thus, if he throws aces, he plays four aces instead of two, and so on for other doublets.

While White is playing, Black puts the dice in his box and shakes them, and, as soon as White's play is completed, Black throws, and similarly calls his throw, and plays it.

The players throw and play alternately throughout the game.

LIMITATIONS IN PLAYING.

The only limitations to the play are, that neither player can play (*a*) beyond his own home table, nor (*b*) on to any point occupied by two or more of his adversary's men. Thus: if White throws cinque, ace, he cannot play a cinque in Black's inner table, nor an ace from Black's outer table to his own inner table, because the points are already occupied by Black. He could play cinque, ace from Black's inner table by playing the ace first and then the cinque, but not by playing the cinque first. In this position the play is not affected, as the caster is at liberty to play first

whichever number he chooses; but there are many positions in which the play would be affected by this limitation.

Any part of a throw which cannot be played is lost; but the caster must play the whole throw if he can. Thus, if the men were differently situated and the caster, having made the same throw, could play an ace and could not play a cinque, his play is completed as soon he has carried the ace. But if by playing the cinque first he could afterward play the ace, he must play his throw in that manner.

HITTING BLOTS.

If the caster plays a man to a point which is occupied by a single adverse man, he is said to *hit* a blot. The man hit is taken off the table and placed on the bar, and has to be played into the adversary's inner table at the next throw, called *entering*. If an ace is thrown, the man is entered on the ace point, and so on for other numbers. Of course he cannot be entered on any point that is occupied by two or more adverse men. If the points corresponding to both the numbers thrown are occupied, or if doublets are thrown and the corresponding point is occupied, the player who has a man up cannot enter him. A player is not permitted to play any other man while he has a man to enter; consequently, in the case supposed, his throw is null and void.

It sometimes happens that one player has a man up, and that his adversary has his home table *made up—i. e.*, occupied by two or more men on all the points of it. In this case it is obvious that the player who is up cannot enter; and, as it is useless for him to throw, his opponent continues throwing and playing until he opens a point on his home table.

Two or more blots may be taken up at once, or in successive throws, if numbers are thrown that will hit them. It is not compulsory to hit a blot if the throw can be played without.

BEARING.

The game proceeds as described until one player has carried all his men into his home table. He has then the privilege of taking his men off the board, or of *bearing* them. Thus, suppose his home table is made up and he throws quatre, trois. He bears one man from his quatre point and one from his trois point. Or, if he prefers it, he may play a quatre from his six or cinque point, and a trois from his six, cinque, or quatre point; or he may play one and bear the other. If he cannot play any part of the throw he must bear it; thus, if he has no man on his six or cinque points, he must bear the quatre. If he throws a number which

is higher than any point on which he has a man, he must bear the man from the highest occupied point. Thus, if he has no man on his six point and throws a six, he must bear from his cinque point, or, if that is unoccupied, from his quatre point, and so on. Suppose he throws cinque, deuce, and has no man on his six point and only one man on his cinque point. He may, if he pleases, play the deuce from his cinque point and bear the cinque from his quatre point, or from his next highest occupied point. And, of course, in the reverse case, if he throws an ace, and his ace point is unoccupied, he must play the ace.

Doublets similarly entitle the caster to bear or play four men.

If, after a player has commenced bearing his men, he should be hit on a blot, he must enter on his opponent's inner table; and he cannot bear any more men until the one taken up has re-entered his own home table.

The adversary similarly bears his men as soon as he has carried them all home.

The player who first bears all his men, wins the game.

The game counts a single or *hit* if the adversary has borne any of his men; a double game or *gammon* if the adversary has not borne a man; and a triple or quadruple game (according to agreement) or *backgammon*, if at the time the winner bears his last man the adversary (not having borne a man) has a man up, or one in the winner's inner table.

Should a player, having borne a man, be taken up, he can only lose a hit, even if he fails to enter the man before the adversary bears all his.

When a series of games is played, the winner of a hit has the first throw in the succeeding game; but if a gammon or backgammon is won, the players each throw a single die to determine the first throw of the next game.

HINTS.

1. In order to play Backgammon well it is necessary to know all the chances on two dice.

For example: you have to leave a blot. *Cæteris paribus*, it should be left where there is the least probability of its being hit. To find the chance of being hit on an ace: the number of ways in which two dice can be thrown is thirty-six; of these, twenty-five will not contain an ace, eleven will contain an ace. Consequently, it is 25 to 11 against being hit on an ace.

The following table gives the odds against being hit on any number within the reach of single or double dice:

It is	25 to 11	or about	9 to 4	against	being hit on	1
"	24 to 12	or	2 to 1	"	"	2
"	22 to 14	or about	3 to 2	"	"	3
"	21 to 15	or	7 to 5	"	"	4
"	21 to 15	or	7 to 5	"	"	5
"	19 to 17	or	9½ to 8½	"	"	6
"	30 to 6	or	5 to 1	"	"	7
"	30 to 6	or	5 to 1	"	"	8
"	31 to 5	or about	6 to 1	"	"	9
"	33 to 3	or	11 to 1	"	"	10
"	34 to 2	or	17 to 1	"	"	11
"	35 to 1	or	17 to 1	"	"	12

The table shows that if a blot must be left within the reach of a single die (*i. e.*, on any number from 1 to 6), the nearer it is left to an adverse man the less probability there is of its being hit; also, that it is long odds against being hit with double dice (*i. e.*, on any number from 7 to 12), and that then the further off the blot is the less chance is there of its being hit.

The table assumes that there is only one adverse man within range. Of course, the chances of being hit are much greater if several points within range are occupied. On the other hand, if any intervening points are held by men belonging to the player who leaves the blot, the chance of being hit will be in proportion less. Thus, a blot may be hit with eight in six ways; but, if the fourth point is blocked, the blot can only be hit in four ways, and so on.

2. You should strive to make points where there is the best chance of obstructing or of hitting the opponent. When obliged to leave blots, you should, as a rule, leave them where they are least likely to be hit, the solution of this being afforded by the above table. But, sometimes it is to your interest to leave blots purposely, in order to be taken up (see Hints 6 and 7), when the reverse policy should be adopted.

3. The best play for every possible throw at the commencement of the game is as follows:

SIXES (the second best throw).—Carry two men to your adversary's bar point, and two to your own bar point.

SIX, CINQUE, SIX, QUATRE, AND SIX, TROIS.—Carry a man from your adversary's ace point as far as he will go.

SIX, DEUCE.—Carry a man from your adversary's outer table to the cinque point in your home table.

SIX, ACE.—Make your bar point.

CINQUES.—Carry two men from your adversary's outer table to the trois point in your inner table.

CINQUE, QUATRE.—Carry a man from your adversary's ace point to the quatre point in his outer table.

CINQUE, TROIS.—Make the trois point in your home table.

CINQUE, DEUCE.—Play two men from the five in your adversary's outer table.

CINQUE, ACE.—Play the cinque from the five men in your adversary's outer table, and the ace from his ace point. If playing for a gammon, play the ace from the six to the cinque point in your home table.

QUATRES.—Play two men from the ace to the cinque point in your opponent's inner table, and two from the five men in his outer table. For a gammon, instead of playing the men in your opponent's inner table, carry two men from his outer table to your own cinque point.

QUATRE, TROIS.—Play two men from the five in your adversary's outer table.

QUATRE, DEUCE.—Make the quatre point in your own table.

QUATRE, ACE.—Play the quatre from the five men in your adversary's outer table, and the ace from his ace point.

TROIS.—Play two on the cinque point in your home table, and two on the quatre point of your adversary's inner table. For a gammon, play the last two instead on the trois point of your inner table.

TROIS, DEUCE.—Play two men from the five in your adversary's outer table.

TROIS, ACE.—Make the cinque point in your inner table.

DEUCES.—Play two on the quatre point in your inner table, and two on the trois point in your opponent's inner table. For a gammon, play the last two instead from the five men in your opponent's outer table.

DEUCE, ACE.—Play the deuce from the five men in your adversary's outer table, and the ace from his ace point. For a gammon, play the ace from the six to the cinque point in your inner table.

ACES (the best throw).—Play two men on your bar point and two on your cinque point. This throw is often given by way of odds.

4. At the beginning of the game you should endeavor to secure your cinque point, or your adversary's cinque point, or both. If successful in this, you should play a bold game for a gammon. The next best point to hold is your bar point, and next to that your quatre point.

5. If you are so fortunate as to secure all these points, and your adversary's inner table is not favorably made up, you should open your bar point, in hopes of compelling the opponent to run out of your home table with a six and to leave two blots, and you should also *spread* your

men in the outer tables—*i. e.*, not crowd a number of men on one point. This will give you a good chance of hitting the blots on your bar point and ace point. And,

6. Should you hit both these men, and your adversary have a blot in his inner table, you ought not to make up your home table, but leave a blot there in hopes of the adverse man's being obliged to enter on it. You then have a chance of hitting a third man, which will give you considerable odds in favor of winning a gammon ; whereas, if you have only two adverse men up, the odds are against your gammoning the opponent.

7. If, in endeavoring to gain your own or your adversary's cinque point, you leave a blot and are hit, and your adversary is more forward in the game than you (see Hint 8), you should play another man on your cinque or bar point, or in your adversary's home table. If this man is not hit you may then make a point and get as good a game as your opponent. If the man is hit you must play a *back game—i. e.*, allow your adversary to take up as many men as he likes, and then, in entering the men taken up, you should endeavor to hold your adversary's ace and trois points or ace and deuce points, and if possible you should keep three men on his ace point, so that if you hit a blot from there, you still keep the ace point guarded.

8. To find which player is forwarder, reckon how many points you require to carry all your men to your six point. Add to this six for every man on your six point, five for every man on your cinque point, and so on ; and then make the same calculation for your adversary's men.

9. Whenever you have two of your opponent's men up, and have made two or more points in your home table, spread your other men, for the chance of making another point in your home table, and of hitting the man your opponent enters. As soon as he enters, if your game is equal to or better than his, take up the man, except you are playing for a hit only and you can play the throw so as to make points that obstruct his running out, which gives you a better chance for the hit.

10. Always take up a man if the blot you leave can only be hit with double dice, except when playing for a hit only, and you have two of your opponent's men in your home table and your game is the forwarder. For your having three of his men in your table gives him a better chance of hitting you without leaving a blot.

11. In entering a man which it is to your adversary's advantage to hit, leave the blot on the lowest point you can—*e. g.*, ace point in preference to deuce point, and so on ; because, if he hits you, it crowds his game, by compelling him to play on his low points (compare Hint 12).

12. Avoid carrying many men on to the low points in your own tables, as these men are out of play and the board is left open for your adversary.

13. In carrying the men home, carry the most distant man to your adversary's bar point, next to the six point in your outer table, and lastly to your six point. By following this rule, as nearly as the throws admit, you will carry the men home in the fewest number of throws. When all are home but two, and you can play one on to an unoccupied point in your home table, you should do so if you thus put it within the power of a high throw to save a gammon.

14. When your adversary is bearing his men, and you have two men on a low point in his table, and several men in the outer table, it is advisable to leave a blot in his table, because it prevents his bearing his men to the greatest advantage, and gives you the chance of hitting him if he leaves a blot. But if, on calculation, you find that you can probably save the gammon by bringing both your men out of his inner table, do not wait for a blot.

To make this calculation, ascertain in how many throws you can bring all your men home and bear one (a throw averaging eight points), and in how many throws he can bear all his men (on the assumption that he will bear two men at each throw). Doublets need not be considered, as this chance is equal for both players.

RUSSIAN BACKGAMMON.

Russian Backgammon is played with the same implements as Backgammon.

No men are placed on the board at starting, but both white and black men are entered in the same table, and the march of both colors is in the same direction, viz. : from the inner table on which they are entered, through the outer tables to the home table.

A player is not obliged to enter all his men before he plays any, and he can take up blots though some of his men have not been entered. But while a player has a man up he must enter it before entering any other, or playing any of those already entered.

A player who throws doublets has to play (enter is included in the word play), not only the doublets thrown, but also the corresponding ones on the opposite faces of the dice. Thus : if he throws sixes, he must first play four sixes and then four aces, and, in addition, he has another throw. If he again throws doublets, he plays according to the above rule, and throws again, and so on. This privilege is generally restricted

by not allowing double doublets nor another throw to a player the first time he throws doublets in a game. The privilege is also sometimes extended, by allowing the caster of deuce, ace, to choose any doublets he likes on opposite faces of the dice, and to throw again. The restriction with regard to first doublets does not apply to deuce, ace, and this throw does not count as doublets, and does not remove the restriction with regard to first doublets.

The caster must be able to play all the doublets thrown before playing the corresponding ones. If he cannot play the whole throw he is not allowed to take the corresponding doublets, and he loses his right to another throw if he cannot complete his throw.

It is sometimes agreed, if a player cannot complete his throw, or play any part of it (whether of doublets or not), that his adversary shall play the remainder of it with his own men, playing only one at a time. But if in so doing the adversary leaves a blot which opens a point on which the caster can play, the caster comes in again and continues his throw by taking up the blot. If then the caster can complete his throw, and has thrown doublets or deuce, ace, he throws again; but, if he cannot complete it, or if his adversary completes it, he does not throw again. If neither player can play any part of or complete a throw, the remainder of it is lost, and in the case of doublets or deuce, ace, the caster does not throw again. Owing to the complicated nature of this arrangement, many players prefer to omit the continuation of play by the opponent as above described. In other respects the game is similar to ordinary Backgammon.

The chief object of the player who has his men in advance is to hold as many successive points as possible, to prevent his adversary from hitting or passing the forward men.

LAWS OF BACKGAMMON.

FURNISHING THE BOARD.

1. If a player places his men wrongly, the adversary, before he throw a die, may require the board to be properly furnished.

2. If a player does not place all his men before he th ows a die, he cannot place those he has omitted.*

THROWING.

3. The dice must be thrown in one of the tables. If a die jumps from

* It is a disadvantage to play with too few men.

one table to the other, or off the board, or on to the bar or frame, the throw is null and void, and the caster throws again.

4. If one die rests on the top of the other, or tilts against the other, or against a man, or against the bar or frame, the throw is null and void, and the caster throws again.

5. If a die is touched while rolling or spinning on the board, the player not in fault may name the number that shall be played for that die.

6. If a die, even when at rest, is touched before the caster has called his throw, and the throw is disputed, the player not in fault may name the number that shall be played for that die.

7. The caster must abide by his call if the dice are subsequently touched.

PLAYING.

8. If the caster touches one of his own men he must play it, unless, prior to touching it, he intimates his intention of adjusting it. If an adverse man, or a man that cannot be played is touched, there is no penalty.

9. A man is not played until it is placed on a point and quitted.

10. The caster must play the whole throw if he can; in bearing, if a man is played, and another is then borne from the highest occupied point, the highest number thrown is deemed to be borne.

11. If a wrong number of points is played, the adversary may require the right number to be played, but he must do so before making his next throw.

BEARING.

12. If a man is up and others are borne before the one up is entered, the men so borne must be entered again, as well as the man taken up.

PIQUET.

PIQUET is by far the most interesting of all two-handed games.

For playing Piquet the pack must be prepared for the game by discarding all the twos, threes, fours, fives, and sixes. The remaining thirty-two cards possess the same relative value as at Whist. A hundred and one points constitute game. Sometimes 300 points are played, but 101 is the regulation French game. These points are marked with cards, thus—the six and three of any suit to denote the units, with the six and three of another suit for the tens. These are laid over each other to denote the state of the game.

TERMS USED IN THE GAME.

TALON, OR STOCK.—The eight remaining cards, after twelve are dealt to each person.

REPIQUE, is when one of the players counts thirty points in hand before his adversary has or can count one; when, instead of reckoning thirty, he reckons ninety, and counts above ninety as many points as he could above thirty.

PIQUE, is when the elder hand counts thirty in hand or play before the adversary counts one; in which case, instead of thirty, the hand reckons for sixty; to which are added as many points as may be reckoned above thirty.

CAPOT, when either party makes every trick, which counts for forty points.

CARDS, the majority of the tricks, reckoned for ten points.

CARTE BLANCHE.—Not having a picture card in hand, reckoned for ten points, and takes place of everything else.

QUATORZE, OR FOURS.—The four aces, kings, queens, knaves, or tens. Each *quatorze* reckons for fourteen points.

THREES OF ACES, etc., down to tens, reckon for three points.

POINT.—The greatest number of pips on cards of the same suit, reckoned thus: the ace for eleven, the court cards for ten, nines for nine, etc., and count for as many points as cards.

TIERCE, OR THREE OF A SEQUENCE.—Three successive cards of the same suit for three points. There are six kinds of tierces, viz., ace, king, queen, called a tierce-major, down to nine, eight, seven, a tierce-minor.

QUART, OR FOUR OF A SEQUENCE.—Four successive cards of the same suit reckoned for four points. There are five kinds of quarts—ace, king, queen, knave, called quart-major, down to ten, nine, eight, seven, a quart-minor.

QUINT, OR FIVE OF A SEQUENCE.—Five successive cards of the same suit, reckoned for fifteen points. There are four kinds of quints—ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, seven, a quint-minor.

SIXIÈME, OR SIX OF A SEQUENCE.—Six successive cards of the same suit, and reckoned for sixteen points. There are three kinds of sixièmes—ace, king, queen, knave, ten, nine, a sixième-major, down to queen, knave, ten, nine, eight, seven, a sixième-minor.

SEPTIÈME, OR SEVEN OF A SEQUENCE.—Seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz., from the

ace to the eight inclusive, a septième-major, and from the king to the seven inclusive, a septième-minor.

HUITIÈME, OR EIGHT OF A SEQUENCE.—Eight successive cards of the same suit, and reckons for eighteen points.

METHOD OF PLAYING PIQUET.

On commencing the game, the players cut for deal, and he who cuts the lowest card is dealer. The deal is made by giving two cards alternately until each player has twelve. The remaining eight cards are placed on the table. The non-dealer has considerable advantage, from being elder hand.

The players having examined their hands, the elder hand takes the five cards which seem the least necessary for his advantage, and, laying them aside, takes as many from the *talon* or heap that is left; and the younger hand lays out three, and takes in the last three of the *talon*.

When you have *carte blanche*, you must let your adversary discard, and, when he is going to take his share from the *talon*, you must, before he has touched it, show your twelve cards, and your adversary must not touch the cards he has discarded.

In discarding, skilful players endeavor to gain the cards, and to have the point, which most commonly engages them to keep in that suit of which they have the most cards, or that which is their strongest suit; for it is convenient to prefer, sometimes, forty-one in one suit to forty-four in another in which a *quint* is not made; sometimes, even having a *quint*, it is more advantageous to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at least without an extraordinary take-in.

Endeavor, in laying out, to get a *quatorze*, that is, four aces, kings, queens, knaves, or tens, each of which reckons for fourteen. If you have four aces, you may reckon also any *inferior quatorze*, as of tens, and your adversary cannot reckon four kings, though he should hold them, the stronger annulling the weaker. In like manner, you can count three aces, and inferior threes down to tens, while your adversary is not entitled to count his three kings, etc. Quatorze kings, if neither player has four aces, annul queens, and queens annul knaves in the adversary's hand, by the same rule.

The same is to be observed in regard to the *huitièmes*, *septièmes*, *sixièmes*, *quints*, *quarts*, and *tierces*, to which the player must have regard in his discarding, so that what he takes in may make for him.

The point being selected, the eldest hand declares what it is, and asks

if it is good: if his adversary has not so many, he answers, *it is good;* if he has just as many, he answers, *it is equal;* and if he has more, he answers, *it is not good;* he who has the best, counts as many for it as he has cards which compose it, and whoever has the point counts it first, whether he is eldest or youngest; but if the points are equal, neither can count; it is the same when the two players have equal tierces, quarts, quints, etc.

The points, the tierces, quarts, quints, etc., are to be shown on the table, that their value may be seen and reckoned; but you are not obliged to show quatorzes, or threes of aces, kings, etc.

After each has examined his game, and the eldest, by the questions he asks, sees everything that is good in his hand, he begins to reckon. The *carte blanche* is first reckoned, then the point, then the sequences, and, lastly, the quatorzes, or threes of aces, kings, etc.; after which he begins to play his cards, for each of which he counts one, except it is a nine, or an inferior one.

After the elder hand has led his first card, the younger shows his point, if it is good, also the sequences, quatorzes, or threes of aces, kings, etc., or *carte blanche*, if he has it; and, having reckoned them all together, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick, and continues; and when the younger hand can take the trick, he may lead which suit he pleases.

To play the cards well, you must know the strength of your game; that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

As there are no trumps at Piquet, the highest card of the suit led wins the trick.

If the elder hand has neither point nor anything else to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads in his turn. He who wins the last trick counts two. When the tricks are equal, neither party counts for them.

There are three chances in this game, viz., the repique, pique, and capot, all of which may be made in one deal. Thus, the eldest hand having the point, four tierce-majors, four aces, four kings, and four queens, he will make thirteen points, by playing the cards, and forty for the capot—which are reckoned in this way; first—

	Points
Point	3
Four tierce-majors	12
Four aces	14
Four kings	14
Four queens	14
By play	13
Capot	40
Total	110

To pique your antagonist, you must be the elder hand; for, if you are the younger hand, your adversary will reckon one for the first card he plays; and then your having counted twenty-nine in hand, even if you win the first trick, will not authorize you to count more than thirty.

LAWS AND REGULATIONS OF PIQUET.

1. Two cards at least must be cut.

2. If a card be faced, and it happen to be discovered, either in the dealing or in the stock, there must be a new deal, unless it be the bottom card.

3. If the dealer turn up a card belonging to the elder hand, it is in the option of the latter to have a new deal.

4. If the dealer deal a card too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

5. If the elder or younger hand play with thirteen cards, he counts nothing.

6. No penalty attends playing with eleven cards, or fewer.

7. Should either of the players have thirteen cards dealt, it is at the option of the elder hand to stand the deal or not; and if he choose to stand, then the person having thirteen is to discard one more than he takes in; but should either party have above thirteen cards, then a new deal must take place.

8. The elder hand must lay out at least one card.

9. If the elder hand take in one of the three cards which belong to the younger hand, he loses the game.

10. If the elder hand, in taking his five cards, happen to turn up a card belonging to the younger hand, he reckons nothing that deal.

11. If the elder hand touch the stock after he has discarded, he cannot alter his discard.

12. If the younger hand take in five cards, he loses the game, unless the elder hand has two left.

13. If the elder hand leave a card, and after he has taken in, happen to put to his discard the four cards taken in, they must remain with his discard, and he must play with only eight cards.

14. If the younger hand leave a card or cards, and mix it or them with his discard before he has shown it to the elder hand, who is first to tell him what he will play, the elder hand is entitled to see his whole discard.

15. If the younger hand leave a card or cards, and does not see them, nor mixes them to his discard, the elder hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger hand cannot look at them.

16. If the younger hand leave a card or cards and looks at them, the elder hand is entitled to see them, first declaring what suit he will lead.

17. No player can discard twice, and after he has touched the stock, he is not allowed to take any of his discard back.

18. When the elder hand does not take all his cards, he must specify what number he takes or leaves.

19. Carte blanche counts first, and consequently saves piques and repiques. It also piques and repiques the adversary in the same manner as if those points were reckoned in any other way.

20. Carte blanche need not be shown till the adversary has first discarded; only the elder hand must bid the younger hand to discard for carte blanche; which, after he has done, show your blanche by counting the cards down one after another.

21. The player who, at the commencement, does not reckon or show carte blanche, his point, or any sequence, etc., is not to count them afterward.

22. In the first place, call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

23. If the elder hand call a point, and do not show it, it cannot be reckoned; and the younger hand may show and reckon his point.

24. The tierces, quarts, quints, etc., must next be called, and in case you design to reckon them, call the highest.

25. You are to call a quatorze preferably to three aces, etc., if you design to reckon them.

26. If you call a tierce, having a quart in your hand, you must abide by your first call.

27. If the elder or younger hand reckon what he have not, he counts nothing.

28. If the elder hand call forty-one for his point, which happens to be a quart-major, and it is allowed to be good, and only reckons four for it, and plays away, he is not entitled to count more.

29. If the elder hand show a point, or a quart or tierce, and asks if they are good, and afterward forgets to reckon any of them, it bars the younger hand from reckoning any of equal value.

30. Whoever calls his game wrong, and does not correct himself before he plays, cannot reckon anything that game; but the adversary reckons all he has good in his own game.

31. The player who looks at any card belonging to the stock is liable to have a suit called.

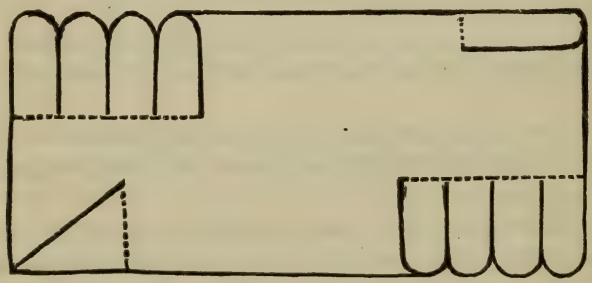
32. Any card that has touched the board is deemed to be played, unless in case of a revoke.

33. If any player name a suit, and then plays a different one, the antagonist may call a suit.

34. Whoever deals twice together, and discovers it previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards.

35. Should the pack be found erroneous in any deal, that deal is void; but the preceding deals are valid.

The French have a very simple method of counting the game by means of a bit of cardboard, or an old playing-card, which they cut in the following form.



The dark lines represent where the card is cut; the dotted lines where bent. In this way the score can be kept perfectly without a pencil.

ADVICE TO LEARNERS.

It should be always remembered, that the factor ten, for the most tricks, is a constant one, and to try and make seven tricks must invariably be borne in mind.

The hand that deals should always be on its guard against capot, or giving the hand taking the 5 cards the chance of making all the tricks, which would score 40 points. To prevent this, it is better to break up even a good suit, so as to protect a king and one card, or to even keep a single card in hopes of obtaining a king in the three cards which are taken, is to preserve a queen and one card. If a third card of the suit were obtained, the queen would be safe. The younger hand is then one of some risk, and plays on the defensive.

THREE-HANDED PIQUET.

Every player is, in three-handed Piquet, for himself. Three cards are dealt twice around to each player, which makes six cards, then four to each, which makes ten, thirty in all, and the *talon* of two cards is as in ordinary Piquet placed face downward on the table. It is the dealer who has the right to these two cards. He may take them up and exchange them for two in his hand, but does not expose his discard, or he may decline taking the *talon*. The second or third player may act precisely as the first player. If no one takes the cards, the play is the same. When the exchanges have or have not been made up to the dealer, the game begins. The elder hand has the advantage of drawing two cards, and of leading. The younger hand, when possible, ought to try and secure one point of some kind, in order to prevent the opponent making a sixty or a ninety.

To discard properly, requires much judgment. Sometimes when a hand is full of picture cards, it is wise, since a suit cannot be established, or a sequence, to try and get threes or fours, and so secure a point.

Sequences are the same as in ordinary Piquet, and so are suits, and fours. There is, however, this marked difference. When a first player can count on his cards twenty without playing, he scores ninety. If he has to play to score twenty, he counts sixty. The most tricks count ten, as in Piquet. Capots in the three-handed game are more common than in regular Piquet, but the count of 40 is not imposed on both players, each one losing 20 points.

SOLITAIRES.

SOLITAIRES are sometimes called games of Patience. In some a certain amount of personal skill is required, but in many of them the making of a solitaire depends on chance alone. There are solitaires quite as intricate as is the solution of a problem.

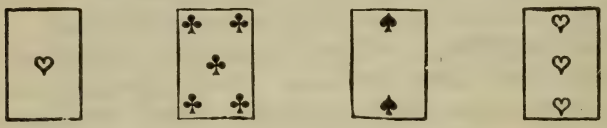
NIDGI NOVGOROD.

This Solitaire is sometimes called the Russian Solitaire. It is played with one full pack. No skill is required. It depends entirely on the position of the cards.

Two cards are taken of the same value, as two aces or two deuces. One ace is placed on top of the pack, the other at the bottom of the pack. The first card is placed on the table, and then the Solitaire commences. The object of the game is to get rid of all the cards, leaving on the table only the first and the last card.

Suppose you began with the ace of spades. The second card is a club, the third a diamond, the fourth a spade. The first card being a spade, and the fourth in the series of four another spade, the two intermediate cards are thrown out. It is a solitaire depending on a series of four cards. In addition to the first and fourth card in the series being of the same suit, giving you the privilege to throw out the second and third card, if the first and fourth cards pair, the second and third of the series of four are thrown out. It often happens that from thus having two cards which pair, then two cards which are far apart, you approach them in the series of four, and being of the same suit, get the discards.

EXAMPLES.



Beginning with the ace of hearts, the five of clubs, two of spades, and three of hearts, the second and third cards are thrown out because the first and fourth cards are hearts.



The second and third cards remain, because the ace of hearts and two of diamonds are not of the same suit.



The deuce of diamonds and the deuce of clubs are the first and fourth of a series, then the three of spades and five of diamonds are thrown out, and the five of clubs, the first of a series of four, finding the deuce of clubs the fourth of the series of the same suit, the two deuces of spades and diamonds are thrown out.

THE HOPEFUL.

Played with a full pack.

You make packets of three from the top of the pack. The bottom card of the packet, if it be a king or an ace, makes the foundation.

You build on these from the packets of three. A queen goes on a king, a two on an ace. If you have a king, and a queen of spades comes at the bottom of the packet, you put it on. Under that queen in the packet there may be a knave of spades, and under that a ten of spades—they can all be put on. When the solitaire is ended, you have eight piles of the suits, four from king to eight, and four from ace to seven.

PISTOLS AND COFFEE FOR TWO.

This is not only a solitaire, but a game at two, requiring quickness of mind and motion.

It is played with two full packs. The patterns on the back of the cards make no difference.

Each player holds a pack, not seeing the cards, and both begin at the same moment.

Each player makes eight piles, taking one card at a time. As the aces come out they are placed on the table in a straight line, exactly intermediate between the two players.

The eight aces are the foundation cards, and you build up on any of these in suits, the king coming after the ace, the deuce concluding the suit.

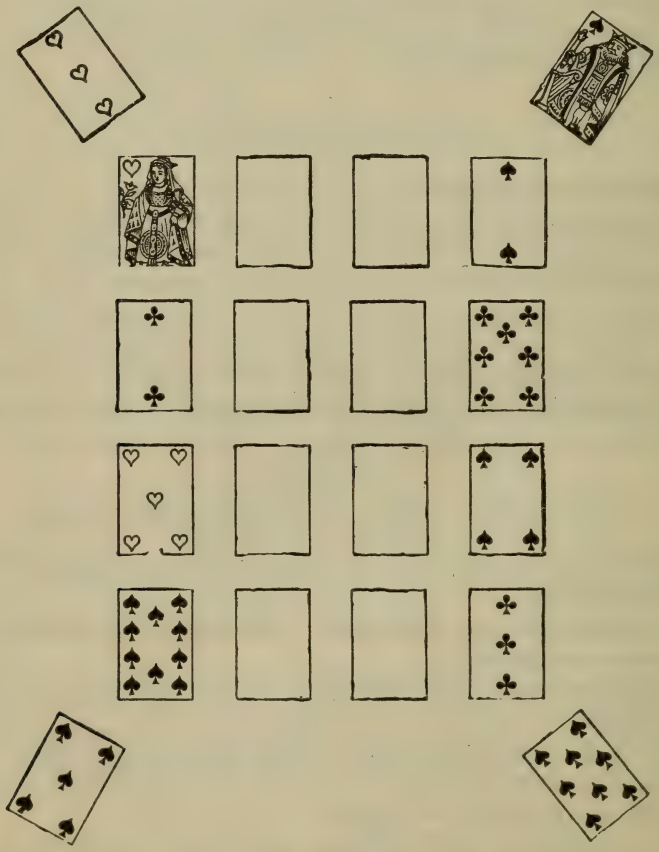
The game becomes exciting toward the close, for an opponent can hold back a card, having more than one packet to add to, and so keep the game in his hands, but is obliged to play the card sometime or other.

The one who gets rid of his last card first, wins the game.

EXCELSIOR PATIENCE.

Played with a full pack.

Deal twelve cards, as shown in the diagram, beginning on the left. Place the top corner card, then the four side cards, lastly the lower corner card; repeat this process on the right hand, beginning with the top



corner and leaving space in the centre for the foundation cards. These will consist of four aces and four kings of different suits. Families are built up on the aces ascending in sequence to kings, and the kings descending in sequence to aces.

Having dealt the first round of twelve cards, then deal out the entire

pack in successive rounds, covering the first one; but in dealing each several round the following method must be strictly observed:

The eight foundation cards as they appear in the deal (whether they fall on the corner or on the side packets) are to be at once played in the space reserved for them, and on these may be played any suitable cards which in dealing fall on either of the four corner packets; but when a card (otherwise suitable) falls on either of the side packets, it may not be played unless the foundation to which it belongs happens to be the one immediately adjoining the side packet on which that card fell in dealing.

NOTE.—Whenever, in dealing, a card is withdrawn to place on one of the foundations, the next card in the pack is placed in its stead.

RULES.

1. After the deal is completed, the uppermost card of each packet is available, and may be placed on any of the foundations, the card underneath being released as usual by the removal of the one that covered it.
2. Each foundation must follow suit.
3. Marriages must be formed in suit.

After the entire deal is completed these restrictions cease. All suitable cards may now be played, subject to Rule 1, and marriages, both in ascending and descending lines, may be made with cards on the surface of the twelve packets; great care must, however, be taken in making these marriages, lest in releasing one card you block another that is equally required. The contents of each packet should be carefully examined, and only those marriages made which release the greatest number of suitable cards.

NOTE.—The sequences thus made may be reversed, if required, viz.: If one of the packets contained a sequence, beginning with deuce and ascending to eight (this being, of course, the top card), and one of the other packets had at the top a nine of the same suit, the eight might be placed on the nine, the rest of the sequence following, till the deuce became the top (or available) card.

When all possible combinations have been made, and further progress is impossible, the twelve packets may be taken up in order, beginning on the left, redealt, and played exactly as before. If necessary, there may be two redeals.

The object, as in all games of Solitaire, is, of course, to bring the cards in the different packets into order.

THE OLD PATIENCE.

This is one of the oldest, if not the oldest game of Patience. As it is played usually it is almost useless to attempt to win, as one can succeed about once in three hundred times. Even in the original way once in one hundred is about the average number of successes. Dr. Pole has modified the game so that there is a reasonable chance of winning.

One by one the cards are dealt until five have been laid side by side. As the aces appear they are placed below these five cards. The object of the game is to build up to kings on the aces, regardless of suits. The top card of each depot is always available. In dealing the cards the player can put them on any heap he elects, but he should not cover a card with another of higher rank unless he is forced to. If a higher one is placed over a lower, the use of all cards beneath it is prevented until the higher card is removed.

The player has the privilege of looking over the contents of each of the five depots, and, when possible, should avoid blocking any one which contains more than one card of the same rank. When possible, if obliged to place a higher card over a lower, choose the depot in which are the fewest cards. The chances in this game are three to one. Originally four depots only were used.

NAPOLEON.

This game of Patience is so named because it is said to have been the favorite game of the great French emperor.

The game is played with two packs of fifty-two cards. They are shuffled thoroughly, and then the cards are placed in four rows of ten each and face upward.

The object of Napoleon is to form ascending squares in suit. The game starts by the taking of any ace or aces in the fourth row. These are placed beneath the last row, side by side, for foundation cards. After this place, on the aces, cards in suit of ascending sequences, as they appear at the top of the stack, which is dealt face downward; or from the waste heap, which is to the right of the player, face upward; or from the four rows. As the aces appear they are placed for foundation cards. On the depots of the fourth row or on unguarded cards of the other rows descending sequences are built.

If the game is over the eight kings appear at the top of the eight foundations. The chances are about one to five in favor of the player.

DRAUGHTS,

OR CHECKERS.

THE IMPLEMENTS.

A *draught-board* and *draughts-men* are required.

The *board*, which is square, is generally made of leather or wood.

The surface of the board is divided into sixty-four *squares* of equal size, eight on each of the four sides. The squares are colored alternately white and black, or white and red.

The *men*, which are flat at the top and bottom and circular at the circumference, are generally made of ivory or wood.

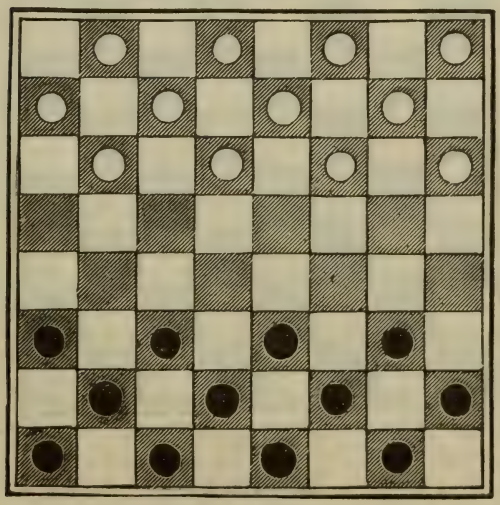
The men are twenty-four in number. Of these, twelve (which belong to one player) are colored black or red ; and twelve (which belong to the other player) are colored white.

The men and kings are called *pieces*.

Draughts is played by two persons, who occupy positions opposite to each other, where the words "Black" and "White" occur it Diagram 1.

DIAGRAM I.

WHITE.



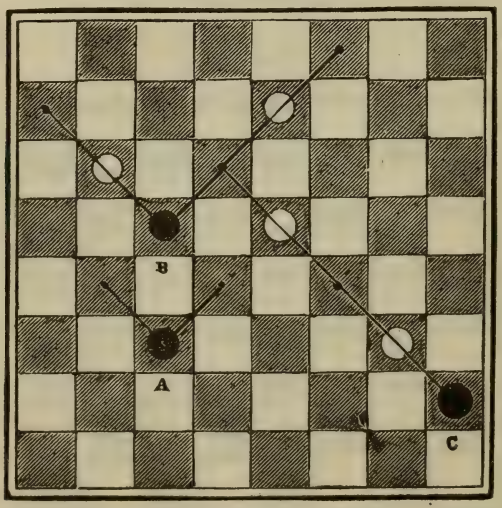
The board is usually placed with a white square in the right-hand corner, and the men on the black squares, as in Diagram I. Some players place the men on the white squares, when there should be a black corner to the right hand. It is immaterial which method is employed, so long as there is no man in a right-hand corner square, or, as it is technically termed, so long as there is a *double corner* to the right.

The players having determined which shall have the black men and which the white (see Law 14), the game is opened by the player who has the black men moving one of his men in the manner which will be presently explained. His adversary then moves a man, and so on alternatively. The game thus proceeds until one of the players (it being his turn to move) has all his pieces so *blocked* that he cannot move any, or until all his pieces are captured (see Capturing). The player who is blocked, or who has no piece left on the board, loses the game.

If neither player can obtain sufficient advantage in force or position to enable him to win, the game is drawn. When one player appears stronger than the other in force or position, he may be required to win in forty of his own moves; if he fails, the game is drawn.

DIAGRAM II.

WHITE.



BLACK.

MOVING.

A *move* is made by pushing a man from the square on which he stands

to an adjacent unoccupied square of the same color, right or left. The move is always *forward—i. e.*, when Black moves, the man approaches the word "White" (see A, Diagram 2), and when White moves, the man approaches the word "Black."

CAPTURING.

When a man meets an opponent's man, no further move can be made in that direction, unless there is a vacant square immediately beyond one of the men, in which case he is said to be *unguarded*. If a man that meets another is unguarded himself on the move, or if the man that is met is or becomes unguarded after the next move, the player must *capture* the adverse man, which he does by placing his man on the vacant square immediately beyond (see B, Diagram 2, it being Black's turn to move), and removing the adverse man from the board. If two or more men are so placed that one vacant square intervenes between each, in a direction that the capturing man can move, he must take all that are *en prise* at the same time (see C, Diagram 2, Black to move).

HUFFING.

If a player neglects to capture when able, the adversary has the option (*a*) of allowing the move to stand; (*b*) of requiring the player who moved without capturing to replace the man moved, and to take the man or men *en prise;* or (*c*) of *huffing*, which is done thus: The last move stands good, and the man that could have captured is removed from the board as a penalty for not taking.

A player who huffs also makes a move. Huffing is not a move, or, in technical terms, "huff and move go together." The huff must be made before the move, or the right of huffing is lost; but if the player at his next move again neglects to capture, his adversary has the same options as before.

If a player can capture on more than one square, he may elect which way he will take; if able to capture one man on one square, and more than one on another, he is not obliged to take the larger number. But, if he elects to capture the larger number, he must take all of that lot which are *en prise*. Should he overlook any, he is liable to be huffed, or may be compelled to take the remainder. Thus, if in C, Diagram 2, Black only takes two men, those two are removed from the board (the capture being so far completed), and Black may be huffed, or may be compelled to capture the third man, or the move may be allowed to stand.

KINGS.

When a man belonging to either player reaches one of the squares farthest from his own end of the board, whether by moving or capturing, he becomes a *king*. Thus, in Diagram 2, C, if the black man captures the three white men he becomes a king.

To distinguish kings from men the kings are *crowned—i. e.*, the adversary places another man of the same color on the one that has just become a king.

A king moves and captures in precisely the same way as a man, with the additional privilege that he can do so either forward or backward. Consequently, if after one capture he meets an unguarded piece, he continues the capture in any direction.

An unguarded king can also be captured by a piece, just as in the case of a man.

A king is liable to be huffed for not capturing, or the adversary may allow the move to stand, or may compel the king to take, just as in the case of a man.

When a man becomes a king his move is finished—*i. e.*, if there is a man or king *en prise* of the new-made king, it cannot be captured until the adversary has made his next move. This rule does not apply to a king already made when he captures, but only to a man that becomes a king on the move.

HINTS.

1. The game of Draughts has been so thoroughly analyzed that the answer to every move is known by all good players. In order to play well, the published openings in more extended works on Draughts must be studied.

2. For beginners it may be observed that it is better, as a rule, to move into the middle of the board than to the sides, as a man at the side can only move in one direction, and, consequently, half his power is lost.

3. It is advisable to make a king as early in the game as possible.

4. As soon as a player has an advantage in force, he should make as many exchanges as possible.

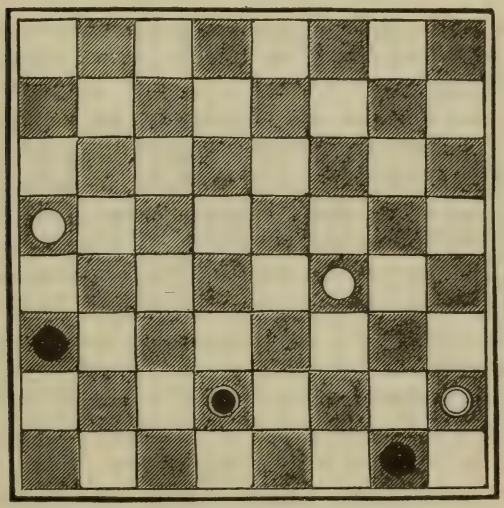
5. When the force of each player is equal, it is generally an advantage to have *the move*, but not always.

To have the move does not mean to be next to move, but to occupy such a position as to be able to secure the last move. Thus: place a black and a white man, as in Diagram 3, on the column to the extreme left of the board, and remove from the board the other pieces, which illus-

trate another position. Black has to play. White has the move, and must win. But had White to play, Black would have the move, and must win. Again : remove the two men from the column to the left, and replace (as in Diagram 3) the two men and two kings previously removed. Black to play. Black has the move, and wins. He first moves his man. White's best reply is to play the white king to the square just vacated by Black's man. Black then moves his man to the right, putting him *en prise* of White's man, who captures. Black then moves his king forward

DIAGRAM III.

WHITE.



BLACK.

to the right. White's only move now is his king. Black captures, and blocks White's remaining man, and, as White has no move, Black wins.

To ascertain which player has the move, add together all the pieces on alternate columns. If their sum is odd, the next player has the move ; if their sum is even, the last player has the move. For example : in the first case given in Diagram 3, there are two men on one column (the others it will be remembered are to be removed from the board). Their sum is even, consequently the last player has the move. In the second case given in Diagram 3 (remove the two men on the left column, and replace the other two men and two kings), there is only one man on the

alternate columns, commencing with a black square from Black's end of the board. Consequently, one being an odd number, Black, who is the next player, has the move. A similar result is arrived at, if the men and kings on the columns commencing with a white square are added together.

At the beginning of a game the second player has the move, but it is of no use to him at this stage.

An exchange of one man for one man, or of one king for one king, changes the move. Consequently, the player who has the move should avoid exchanging, unless he can force a second exchange, and so keep the move.

POLISH DRAUGHTS.

The original game of Polish Draughts was played on a board of one hundred squares with forty men; but now an ordinary draught-board and men are commonly used.

The men move like the men at Draughts, but capture like kings at Draughts—*i. e.*, either forward or backward. A man reaching one of the squares farthest from his own end of the board, is crowned and becomes a *queen*. A queen moves like a bishop at chess—*i. e.*, along any of the four diagonals she guards, and can remain on any unoccupied square of that diagonal, provided the intermediate squares are vacant. If there is an unguarded piece on one of the diagonals within a queen's range—*i. e.*, no guarded piece intervening, she must capture, and may remain on any unoccupied square of that diagonal beyond the piece captured, provided the intermediate squares are vacant. But if there is another unguarded piece on the board, the capturing queen is bound to choose, if possible, the square of the diagonal from which another capture can be made. Also, if by the uncovering of a square during the captures another piece becomes unguarded, it is similarly liable to be captured on the move. In consequence of the intricacy of some of these moves it is imperative to remove from the board every piece as it is taken.

If a man in capturing reaches a crowning square, and there is another piece *en prise* of a man's move, the move is not finished as at Draughts, and passing the crowning square in capturing does not entitle the man moved to be made a queen.

If a player is able to capture in more than one direction, he is bound to choose the capture which comprises the greatest number of pieces. Thus, three men must be taken in preference to two queens; if the numbers are equal the player may take which set he chooses.

If a player neglects to capture, or does not capture all the pieces he can, or does not choose the move by which he can capture the greatest

number, the adversary may huff, or may compel the player to complete the capture, or may allow the move to stand.

When two pieces of one color are played on a diagonal with one unoccupied square between them to which the adversary can move, the position is called a *lunette.* If a *lunette* is entered, one of the adversary's pieces must be captured. It is often laid as a snare by a skilful player; therefore, before entering a *lunette* it is well to consider what will be the position after the capture.

A single queen against three queens can draw. A player with a queen and a man against three queens should sacrifice the man, as the game at this point is more easily defended with the queen alone.

LAWS OF DRAUGHTS.

CHOICE OF MEN AND FIRST MOVE.

1. The choice of color for the first game is determined by lot. After this, if a series of games is played, the players take the white and black men alternately.

2. The player who has the black men has the first move, whether the previous game was won or drawn.

TOUCH AND MOVE.

3. If a player whose turn it is to play touches a piece he must move it, unless, prior to touching it, he intimates his intention of adjusting it. If a piece that cannot be moved is touched, there is no penalty.

MOVING.

4. A move or a capture is completed as soon as the hand is withdrawn from the piece played to another square.

5. If a piece is moved over the angle of the square on which it is stationed, the adversary may require the move to be completed in that direction.

6. If a player makes a false or illegal move, the adversary may require the piece improperly moved to make its proper move in either direction he pleases, or he may allow the false move to stand. If the piece cannot be legally moved there is no penalty beyond the option of allowing the false move to stand.

7. If a player captures one of his own pieces, the adversary may have it replaced or not at his option.

8. If more than one piece can be captured at one move, and the player

removes his hand from the capturing piece while any of the pieces *en prise* are untaken, the move is completed, and the player is liable to Law 11.

9. When a player pushes a man to king, his adversary is bound to crown.

10. Each player is obliged to move within a specified time, which must be agreed on before play commences. A player who does not move within the specified time loses the game.

EXAMPLE.—Suppose five minutes and one minute are agreed on, and when there is only one way of taking one or more pieces, or only one move on the board, one minute and one minute. At the expiration of five minutes in the first case, and of one minute in the second, time is called, and the move must be made in one minute more.

HUFFING.

11. If a player neglects to capture when able, the adversary may (*a*) allow the move to stand good; or, (*b*) compel the capture; or, (*c*) may huff the piece that could have captured.

12. If a player entitled to huff touches the adverse piece that could have captured, he must huff. If he moves without huffing, he cannot huff afterward; but if the adversary again neglects to capture, the player has again the options in Law 11.

COUNTING THE MOVES AND ODDS.

13. A player who has a superiority of force may be required to win in forty of his own moves (*i. e.*, forty by each player), computed from the move on which notice is given. If he fails to win in forty moves, the game is drawn. And

14. When two kings remain against one, the player with two kings may be similarly required to win in twenty moves.

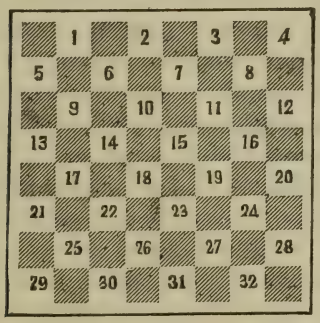
15. When the odds of the draw are given, and the game can be rendered equal by repeating the same moves, the player giving the odds may be required to win in twenty moves. If he fails, the game is counted against him.

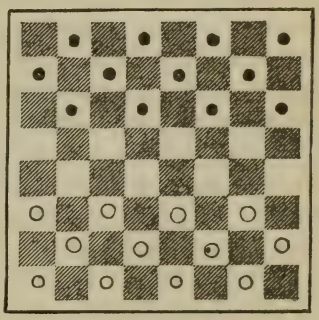
DIRECTIONS FOR PLAYING DRAUGHTS.

Draughts being a game of calculation, as such craves wary policy. The diagrams represent the board and men in their original position; and also the mode in which the squares are conventionally numbered for

the sake of reference.* It will be seen that the upper half of the board is occupied by the twelve black men, and the lower half by their antagonists, the white.

The men being placed, the game is begun by each player moving alternately one of his men, along the white diagonal on which they are first posted. The men can only move forward, either to the right or left, one square at a time, unless they have attained one of the four squares on the extreme line of the board, on which they become kings, and can move either forward or backward, but still only one square at a time. The men take in the direction they move, by leaping over any hostile piece or pieces that may be immediately contiguous, provided there be a vacant white square behind them. The piece or pieces so taken are then removed from off the board, and the man taking them is placed on the square beyond. If several pieces, on forward diagonals, should be exposed by alternately having open squares behind them, they may all be taken at one capture, and the taking piece is then placed on the square





beyond the last piece. To explain the mode of taking by practical illustration, let us begin by placing the draughts in their original position. You will perceive that if Black should move first he can only move one of the men placed on 9, 10, 11, or 12. Supposing him then to play the man from 11 to 15, and White answering this move by playing his piece from 22 to 18, Black can take White by leaping his man from 15 to 22 and removing the captured piece off the board. Should Black not take in the above pesition, but move in another direction—for instance, from 12 to 16—he is liable to be huffed; that is, White may remove the man with

* Practiced players who have studied printed games, are generally so familiar with the numerical position of the square, that they can read and comprehend a series of intricate moves without even referring to the board.

which Black should have taken, from the board, as a penalty for not taking; for, at Draughts, you have not the option of refusing to take, as at Chess, but must always take when you can, whatever be the consequence. The player who is in a position to huff his adversary has also the option of insisting on his taking, instead of standing the huff. When one party huffs the other, in preference to compelling the take, he does not replace the piece his adversary moved; but simply removes the man huffed, from off the board, and then plays his own move. Should he, however, insist upon his adversary taking the piece, instead of standing the huff, then the pawn improperly moved must first be replaced.

To give another example of huffing. Suppose a white man to be placed at 28, and three black men at 24, 15, and 6, or 24, 16, and 8, with unoccupied intervals he would capture all three men, and make a king, or be huffed for omitting to take them all; and it is not uncommon with novices to take one man, and overlook a second or third *en prise* (*i. e.*, liable to be taken).

When either of the men reaches one of the extreme squares of the board, he is, as already indicated, made a king, by having another piece put on, which is called crowning him. The king can move or take both forward or backward; keeping, of course, on the white diagonals. Both the king and common man can take any number of pieces at once which may be *en prise* at one move, and both are equally liable to be huffed. For instance: if white, by reaching one of the back squares on his antagonist's side, say No. 2, had gained a king, he might, upon having the move, and the black pieces (either kings or men) being conveniently posted at No. 7, 16, 24, 23, and 14, with intermediate blanks, take them all at one fell swoop, remaining at square 9. But such a coup could hardly happen in English Draughts. One of the great objects of the game, even at its very opening, is to push on for a king; but it is unnecessary to dwell much on the elementary part of the science, as the playing through one of the many games annexed, from the numbers, will do more in the way of teaching the rudiments of Draughts than the most elaborate theoretical explanation.

The game is won by him who can first succeed in capturing or blocking up all his adversary's men, so that he has nothing left to move; but when the pieces are so reduced that each player has but a very small degree of force remaining, and, being equal in numbers, neither can hope to make any decided impression on his antagonist, the game is relinquished as drawn. It is obvious that were this not the case, and both parties had one or two kings, the game might be prolonged day and night, with the same hopeless chance of natural termination, as at the first moment of

the pieces being resolved into the position in question. It has already been shown that when a man reaches one of the squares on the extreme line of the board, he is crowned and becomes a king; but there is another point relative to this, which it is necessary to understand. The man thus reaching one of the extreme squares, finishes the move on being made a king, and cannot take any piece which may be *en prise*. He must first await his antagonist's move, and should he omit to remove or fortify an exposed piece, it may then be taken. To exemplify this, place a white man on 11, and black men on 7 and 6: white, having the move, takes the man, and demands that his own man should be crowned; but he cannot take the man on 6 at the same move, which he could do were his piece a king when it made the first capture. But if the piece be left there after the next move, he must take it.

In particular situations, to have the move on your side is a decisive advantage. This is a matter little understood by ordinary players, but its importance will fully appear by studying the critical situations. To have the move, signifies your occupying that position on the board which will eventually enable you to force your adversary into a confined situation, and which, at the end of the game, secures to yourself the last move. It must, however, be observed, that where your men are in a confined state, the move is not only of no use to you, but, for that very reason, may occasion the loss of the game. To know in any particular situation whether you have the move, you must number the men and the squares, and if the men are even and the squares odd, or the squares even and the men odd, you have the move. With even men and even squares, or odd men and odd squares, you have not the move. This will be best explained by an example. Look, then, at the 8th critical situation, where White plays first: there the adverse men are even, two to two; but the White squares, being five in number, are odd. The squares may be thus reckoned—from 26, a White king, to 28, a Black king, are three, viz.: 31, 27, and 24—the White squares between 32, a White man, and 19, a Black man, are two, viz.: 27 and 23. You may reckon more ways than one, but reckon which way you will, the squares will still be found odd, and therefore White, so situated, has the move. When you have not the move, you must endeavor to procure it by giving man for man, a mode of play fully and successfully exemplified in this treatise.

There is another mode which will, in less time than reckoning the squares, enable you to see who has the move. For instance, if you wish to know whether any one man of yours has the move of any one man of your adversary's, examine the situation of both, and if you find a Black square on the right angle, under his man, you have the move.

For example, you are to play first, and your White man is on 30, when your adversary's Black man is on 3. In this situation, you will find the right angle in a black square between 31 and 32, immediately under 3, and therefore you have the move. This rule will apply to any number of men, and holds true in every case.

To play over the games in this work, number the White squares on your draught-board from 1 to 32, and remember that in the diagrams the Black pieces always occupy the first twelve squares. The abbreviations are so obvious that they cannot need explanation; as B. for Black, W. for White, Var. for Variation, etc. Occasionally, stars (asterisks) are introduced, to point out the move causing the loss of the game. The learner begins with the first game and finding the leading move to be 11. 15 (that is, from 11 to 15), knows that Black begins the game. The second move 22. 18 belongs to White, and the game is thus played out; each party moving alternately. After finishing the game, the player proceeds to examine the variations to which he is referred by the letters and other directions. The numerous variations on some particular games, and the consequent necessity each time of going through the leading moves up to the point at which the variation arises, will, probably, at first, occasion some little fatigue; but this will soon be forgotten in the speedy and decided improvement found to be derived from this course of study. One of the minor advantages resulting from a numerous body of variations is, that, in tracing them out, the leading moves are so frequently repeated that they become indelibly fixed in the mind of the player, who thus remembers which moves are to be shunned as dangerous if not ruinous, and which moves are to be adopted as equally sound and scientific.

As to general advice relative to draught-playing, next to nothing can be learned from a volume of such instruction. The various modes of opening will be seen by reference to the accompanying examples. Among the few general rules that can be given, you should bear in mind that it is generally better to keep your men in the middle of the board, than to play them to the side squares, as, in the latter case, one-half of their power is curtailed. And when you have once gained an advantage in the number of your pieces, you increase the proportion by exchanges; but in forcing them you must take care not to damage your position. If you are a chess player, you will do well to compare the draughts in their march and mode of manœuvering with the pawns at Chess, which, as well as the bishops, or other pieces, are seldom so strong on the side squares as in the centre of the board. Accustom yourself to play slow at first, and, if a beginner, prefer playing with those who will agree to allow an

unconditional time for the consideration of a difficult position, to those who rigidly exact the observance of the strict law. Never touch a man without moving it, and do not permit the loss of a few games to ruffle your temper, but rather let continued defeat act as an incentive to greater efforts both of study and practice. When one player is decidedly stronger than another, he should give odds, to make the game equally interesting to both parties. There must be a great disparity indeed if he can give a man, but it is very common to give one man in a rubber of three games; that is, in one of the three games, the superior player engages to play with only eleven men instead of twelve. Another description of odds consists in giving the drawn games; that is, the superior player allows the weaker party to reckon as won, all games he draws. Never play with a better player without offering to take such odds as he may choose to give. If you find yourself, on the other hand, so superior to your adversary, that you feel no amusement in playing even, offer him odds, and should he refuse, cease playing with him unless he will play for a stake; the losing which, for a few games in succession, will soon bring him to his senses, and make him willing to receive the odds you offer. Follow the rules of the game most rigorously, and compel your antagonist to do the same; without which, Draughts are mere child's play. If you wish to improve, play with better players, in preference to such as you can beat; and take every opportunity of looking on when fine players are engaged. Never touch the squares of the board with your finger, as some do, from the supposition that it assists their powers of calculation, and accustom yourself to play your move off-hand when you have once made up your mind, without hovering with your fingers over the board for a couple of minutes, to the great annoyance of the lookers-on. While you play, do not fall into the vulgar habit of incessantly chattering nonsense; and show no impatience at your adversary, should he be a little slow. Finally, bear in mind what may well be termed the three golden rules to be observed in playing games of calculation: Firstly, to avoid all boasting and loud talking about your skill; secondly, to lose with good temper; and, thirdly, to win with silence and modesty.

LAWS OF THE GAME.

1. The first move of each game is to be taken by the players in turn, whether the game be won or drawn. For the move in the first game at each sitting, the players must cast or draw lots, as they must for the men, which are, however, to be changed every game, so that each player shall use the black and white alternately. Whoever gains the choice may either play first, or call upon his adversary to do so.

2. You must not point over the board with your finger, nor do anything which may interrupt your adversary's full and continued view of the game.

3. At any part of the game you may adjust the men properly on the squares, by previously intimating your intention to your adversary. This in polite society is usually done by saying "J'adoube." But after they are so adjusted, if you touch a man, it being your turn to play, you must play him in one direction or other if practicable; and if you move a man so far as to be in any part visible over the angle of an open square, that move must be completed, although by moving it to a different square you might have taken a piece, for the omission of which you incur huffing. The rule is "touch and move." No penalty, however, is attached to your touching any man which cannot be played.

4. In the case of your standing the huff, it is optional on the part of your adversary to take your capturing piece, whether man or king, or to compel you to take the piece or pieces of his, which you omitted by the huff. The necessity of this law is evident, when the young player is shown that it is not unusual to sacrifice two or three men in succession, for the power of making some decisive "*coup*." Were this law different, the players might take the first man so offered, and on the second's being placed "*en prise*," might refuse to capture, and thus spoil the beauty of the game (which consists in the brilliant results arising from scientific calculation), by quietly standing the huff. It should be observed, however, that on the principle of "touch and move," the option ceases the moment the huffing party has so far made his election as to touch the piece he is entitled to remove. After a player entitled to huff has moved without taking his adversary, he cannot remedy the omission, unless his adversary should still neglect to take or to change the position of the piece concerned, and so leave the opportunity. It does not matter how long a piece has remained "*en prise*," it may at any time either be huffed or the adversary be compelled to take it. When several pieces are taken at one move, they must not be removed from the board until the capturing piece has arrived at its destination; the opposite course may lead to disputes, especially in Polish Draughts. The act of huffing is not reckoned as a move, a "huff and a move" go together.

5. If, when it is your turn to play, you delay moving above three minutes, your adversary may require you to play; and should you not move within five minutes after being so called upon, you lose the game; which your adversary is adjudged to have won, through your improper delay.

6. When you are in a situation to take on either of two forward diagonals, you may take which way you please; without regard (as in Polish

Draughts) to the one capture comprising greater force than the other. For example, if one man is "*en prise*" one way and two another, you may take either the one or the two, at your option.

7. During the game, neither party can leave the room without mutual agreement; or the party so leaving forfeits the game. Such a rule, however, could only be carried out with certain limitations.

8. When, at the end of the game, a small degree of force alone remains, the player appearing the stronger may be required to win the game in a certain number of moves; and, if he cannot do this, the game must be abandoned as drawn. Suppose that three Black kings and two White kings were the only pieces remaining on the board; the White insists that his adversary shall win or relinquish the game as drawn, after forty * moves (at most) have been played by each player. The moves to be computed from that point at which notice was given. If two kings remain opposed to one king only, the moves must not exceed twenty on each side. The number of moves once claimed, they are not to be exceeded, even if one more would win the game. A move, it should be observed, is not complete until both sides have played; therefore, twenty moves, so called, consist of twenty on each side. In giving the odds of "the draw," the game must, however, be played to a more advanced state than is required in any other case. When, in such a game, the situations become so equal that no advantage can be taken, he who gives the draw shall not occasion any unnecessary delay by uselessly repeating the same manœuvres; but shall force his adversary out of his strong position, or, after at most twenty moves, lose the game through its being declared drawn.

9. Bystanders are forbidden to make any remarks whatever relative to the game, until that game shall be played out. Should the players be contending for a bet or stake, and the spectator say anything that can be construed into the slightest approach to warning or intimation, that spectator shall pay all bets pending on the losing side, should that side win which has received the intimation.

10. Should any dispute occur between the players, not satisfactorily determined by the printed rules, the question must be mutually referred to a third party, whose decision shall be considered final. Of course, should a player commit any breach of the laws, and refuse to submit to the penalty, his adversary is justified in claiming the game without playing it out.

11. Respecting a false move, such as giving a common man the move

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* We think half the number would be better.

of a king, or any other impropriety of the same sort, the law varies in different countries as to the penalty to be exacted by the opposite party. We cannot but suppose that such mistakes are unintentional, and consider it sufficient penalty, that in all such cases the piece touched must be moved to whichever square the adversary chooses; or he has the option of allowing the false move to stand, if more to his advantage. Should the piece be unable to move at all, that part of the penalty cannot be inflicted.

12. The rule (almost universal with English Draughts) is to play on the white squares. The exception (limited, we believe, to Scotland) is to play on the *black*. When, therefore, players are pledged to a match, without any previous agreement as to which squares are to be played on, white must be taken as the law. The color of the squares, excepting so far as habit is concerned, makes no difference in their relative position on the board.

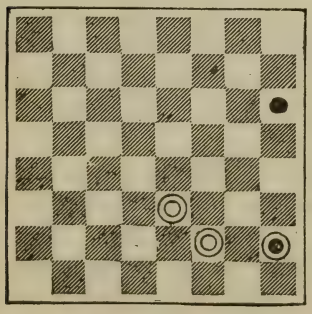
In all cases, a player refusing to take, to play, or to comply with any of the rules, loses the game. Hence the saying, "Whoever leaves the game loses it."

CRITICAL POSITIONS, TO BE WON OR DRAWN BY SCIENTIFIC PLAY.

Throughout these critical situations, the whites are supposed to have occupied the lower half of the board; their men are, consequently, moving upwards.

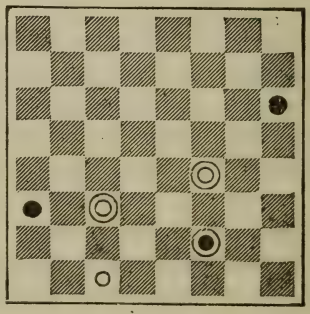
No. 1.

*White to move and win.**



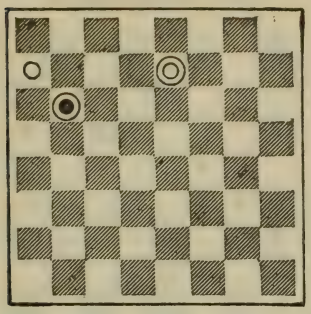
No. 2.

White to move and win.

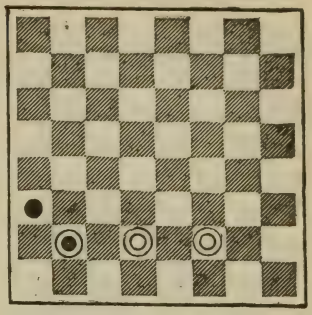


* This situation occurs in a great number of games, and ought to be well understood.

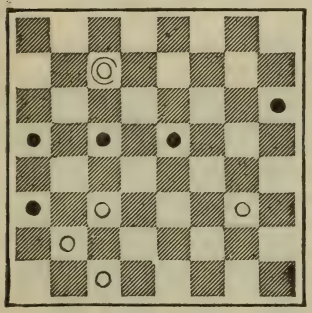
No. 3.
*White to move and draw.**



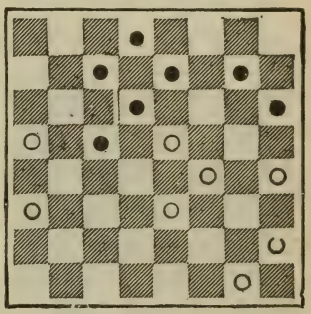
No. 4.
Either to move, W. win.



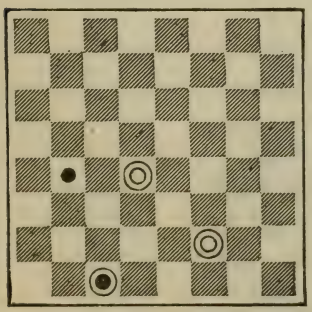
No. 5.
White to move and win.



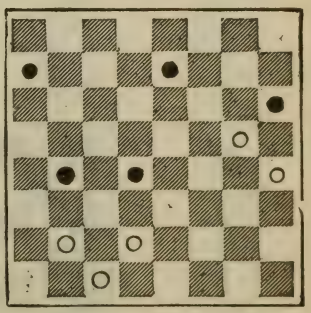
No. 6.
White to move and win.



No. 7.
White to move and win.



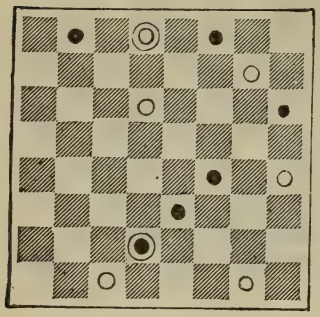
No. 8.
White to move and win.



* This situation often occurs when each player has equal men on different parts of the board; black, however, not being able to extricate those men, it becomes a draw

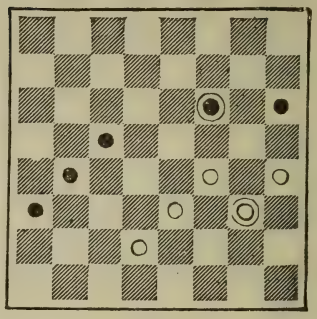
No. 9.

White to move and win.



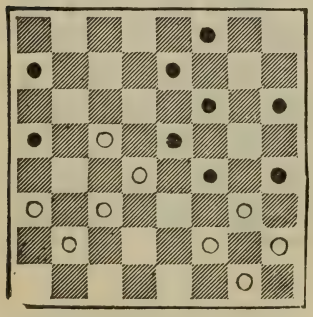
No. 10.

White to move and win.



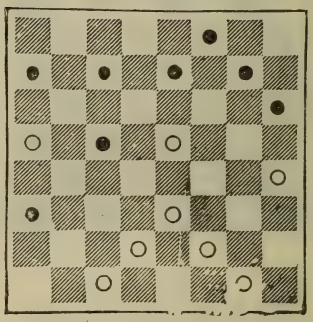
No. 11.

White to move and win.



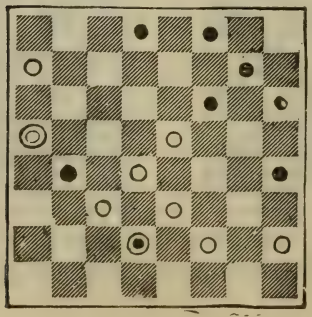
No. 12.

White to move and win.



No. 13.

White to move and win.



EXAMPLES OF GAMES, FROM STURGES.

Game 1.

11.15
22.18
15.22
25.18
8.11 Var.
29.25
4. 8
25.22
12.16
24.20
10.15
27.24*
16.19
23.16
15.19
24.15
9.14
18. 9
11.25
32.27
5.14
27.23
6.10
16.12
8.11
28.24
25.29
30.25
29.22
26.17
11.15
20.16
15.18
24.20
18.27
31.24
14.18
16.11
7.16
20.11
18.23
11. 8
23.27
8. 4
27.31

4. 8*
31.27
24.20
27.23
8.11
23.18
11. 8
18.15
B. wins.

Var.

12.16
29.25
8.11
24.20
10.15
25.22
4. 8
21.17
7.10
17.14
10.17
22.13
15.22
26.17
8.12 A.
27.24
3. 7
30.25
7.10
24.19 B.
10.14
17.10
6.24
13. 6 D.
1.10 E.
28.19
2. 6
31.26 G.
11.15
20.11
15.24
23.19
10.14
26.22
6. 9

25.21
9.13
11. 7
W. wins.

A.

9.14
17.10
6.15
27.24
8.12
24.19
15.24
28.19
5. 9
13. 6
1.10
32.28
3. 7
28.24
10.14
31.26
14.18
Drawn.

B.

25.21
10.14
17.10
6.15
13. 6
2. 9
24.19
15.24
28.19
9.14
19.15
11.27
20.11
1. 6
32.23
6. 9
23.19
14.17
21.14
9.18

11. 7
18.22
7. 3
5. 9
3. 7
9.13
7.10
22.25 C.
10.14
25.29
31.27
29.25
Drawn.

C.

13.17
10.14
17.21
14.17
22.25
17.22
25.29
22.26
29.25
31.27
W. wins.

D.

28.19
9.14
25.22
2. 6
22.18
6.10
18. 9
5.14
13. 9
14.17
9. 6
10.14
6. 2
17.22
19.15
11.27
20.11
Drawn.

E.

2. 9
28.19
9.14
25.22
1. 6
32.28
6. 9 F.
31.27
9.13
27.24
13.17
22.13
14.17
23.18
16.23
24.19
W. wins

F.

6.10
28.24
5. 9
31.27
9.13
22.18
13.17
18. 9
17.22
9. 6
22.26
6. 2
26.31
2. 7
10.14
19.15
11.18
20.11
31.26
23.19
26.23
24.20
23.32
7.10
32.27
10.17

* These asterisks, wherever they occur, denote the moves which cause the loss of the game.

27.24 | 32.28
20.16 | 2. 7
24. 8 | 30.25
17.14 | 7.11
12.19 | 25.21
14.16 | 18.22
8.12 | 26.17
W. wins. | 11.15
| 20.16
G. | 15.18
25.22 | 24.20
6. 9 | 18.22
32.28 | 27.24
9.13 | 22.26
28.24 | 19.15
10.14 | 12.19
31.26 | 13. 9
13.17 | 6.22
22.13 | 15. 6
14.17 | 1.10
19.15 | 24. 6
11.27 | Drawn.
B. wins. |

Game 2.

11.15
24.20
8.11
22.18
15.22
25.18
4. 8
29.25
10.15
25.22
12.16
21.17
7.10 Var.
17.13
8.12
28.24
9.14
18. 9
5.14
23.19
16.23
26.19
3. 8
31.26
15.18
22.15
11.18

Game 3.

11.15
22.18
15.22
25.18
8.11
29.25
4. 8
25.22
12.16
24.19
16.20
28.24 Var. 1.
8.12
32.28
10.15
19.10
7.14
30.25
11.16
18.15
3. 8
22.17
14.18
23.14
9.18
26.23
6. 9
23.14
9.18
15.10
8.11
10. 7 Var. 2.
11.15
7. 3
2. 7
3.19
16.32
24.19
32.27
31.24
20.27
17.14
27.31
21.17
31.26
25.21
26.22
17.13
22.17
14.10
17.14
10. 7
18.23
7. 3
23.27
3. 7
14.18
7.11
27.31
11.16
31.27
16.20
18.22
B. wins.

Var. 1.

19.15
10.19
23.16
9.14
18. 9
5.14
16.12
11.15
27.23
6.10
31.27
8.11
22.17
15.18
30.25
2. 6 A.
23.19 B.
11.15
28.24
6. 9
17.13
1. 6
26.22
7.11
19.16
3. 7
24.19
15.31
22. 8
W. wins

A.

1. 6
17.13
11.15
28.24
7.11
23.19
11.16
26.23
6. 9
13. 6
2. 9
21.17
Drawn

B.
17.13
11.16
28.24
1. 5
32.28
7.11
26.22
11.15
B. wins

Var. 2

17.14
11.15
21.17
16.19
31.26
2. 6
17.13
12.16
25.21
18.23
Drawn

Game 4

11.15
22.18
15.22
25.18
8.11
29.25
4. 8
25.22
12.16
24.20
10.14
27.24
8.12
24.19
7.10
32.27
9.13
18. 9

5.14
22.18
1. 5
18. 9
5.14
19.15 A.
11.18
20.11
18.22
26.17
13.22
11. 8
22.25
8. 4
25.29
4. 8
2. 7
23.19
29.25
27.24
14.18
21.17
25.22
17.13
18.23
8. 4
10.14
24.20
22.18
4. 8
18.22
20.16
22.18
8.11
7.10
28.24 B.
14.17
24.20
10.14
11. 8
17.22
8.11
14.17
11. 8
17.21
B. wins.

A.

27.24
3. 7
26.22
14.17
21.14
10.26
31.22
7.10
30.25
10.14
25.21
13.17
22.13
6. 9
Drawn.

B.

11. 7
6. 9
13. 6
23.27
31.24
10.15
19.10
12.19
24.15
18. 9
28.24
14.18
24.19 C.
18.23
19.16
9.14
10. 6
23.27
6. 1
14.10
30.25
27.31
25.21
31.26
21.17 D.
26.23
17.13
10.14
1. 5
23.19
16.12
19.15
5. 1
15.10
1. 5
10. 6
B. wins.

C.

30.26
9.14
10. 6
3. 8
24.20
8.11
6. 1
11.15
1. 6
15.19
20.16
18.23
26.22
23.26
16.11
26.30
11. 7
30.26
B. wins.

D.

16.12
10.14
1. 5
26.23
5. 1
23.19
1. 6
19.15
6. 2
15.11
2. 6
3. 7
6.10
14.18
10. 3
18.14
12. 8
B. wins.

Game 5.

11.15
22.18
15.22
25.18
8.11
29.25
4. 8
25.22
12.16
24.20
10.15
21.17
7.10
27.24
8.12
17.13
9.14
18. 9
5.14 } Var.
24.19 } 1, 2,
15.24 } & 3.
28.19
14.17
32.27
10.14
27.24 Var. 4.
3. 7
30.25 Var. 5.
6. 9
13. 6
1.10
22.13
14.18
23.14
16.30
25.21
10.17
21.14
30.25
14. 9
11.15 Var. 6.
9. 6
2. 9
13. 6
15.18
6. 2
7.10
2. 6
10.14
6. 9
25.21
31.26
14.17
Drawn.

Var. 1.

23.19
16.23
26.19
3. 7
31.27
14.18
30.25
11.16
20.11
7.23
25.21
18.25
27.11
25.30
11. 8
30.26
8. 3
26.23
3. 8
23.18
8.11
10.14
24.19
18.23
11.16
14.17
21.14
6.10
14. 7
2.20
19.15
1. 6
B. wins.

Var. 2.

30.25
14.17
25.21
3. 7
21.14
10.17
24.19
15.24
28.19
7.10
32.27
17.21
22.18
21.25
18.15
11.18
20.11
25.30
23. 7
B. wins.

Var. 3.

31.27

1. 5
23.19 A.
16.23
27. 9
5.14
24.19
15.24
28.19
11.15
32.28
15.24
28.19
3. 8
26.23
14.17
22.18
17.22
B. wins.

A.

23.18
14.23
26.19 B.
16.23
27.18
10.14
18. 9
5.14
30.26
12.16
26.23
14.17
24.19
15.24
28.12
17.26
23.18
6.10
B. wins.

B.

27.18
16.19
32.27 C.
5. 9
20.16
11.20
18.11
10.15
22.17
3. 7
11. 8
7.10
8. 3
9.14
3. 8
14.21
8.11
6. 9
B. wins.

C.

22.17 D.
15.31
24. 8
5. 9
30.25
31.26
B. wins.

D.

26.23
19.26
30.23
10.14
18. 9
5.14
23.19
6.10
32.27
B. wins.

Var. 4.

22.18
1. 5
18. 9
5.14
19.15
11.18
20.11
12.16
27.24
18.27
24.20
27.32
31.27
32.23
26.12
17.22
11. 8
14.18
8. 4
18.23
4. 8
22.26
30.25
26.30
25.22
30.25
22.17
25.21
17.14
21.17
14. 9
17.14
Drawn.

Var. 5.

22.18
1. 5
18. 9
5.14
26.22
17.26
31.22
14.17
22.18
17.22
19.15
16.19
15. 8
19.28
18.14.
28.32
8. 3
7.11
23.19
32.27
3. 8
2. 7
8.15
7.10
14. 7
6. 9
B. wins.

Var. 6.

25.22†
9. 6 E.
2. 9
13. 6
22.18
6. 2 F.
18.23
2. 6
11.15
6. 2
7.11
2. 6
15.18
6.10
18.22
10.14
22.25
14.17
25.29
17.14
29.25
14.10
25.22
10.14
23.27
14.10
22.17
31.26
27.32
26.23
32.28
23.19
28.32
B wins.

E.

9. 5
22.18
31.26
11.15
5. 1
7.11
1. 5
12.16
13. 9
16.19
B. wins.

F.

31.26
11.15
6. 2
7.11
2. 6
18.14
26.23
12.16
B. wins.

LOSING GAME.

This game, which is lively and amusing, may, for variety's sake, be occasionally played. Although not ranked as scientific, it has its niceties, and requires considerable attention and management.

The player who first gets rid of all of his men wins the game. Your constant object, therefore, is to force your adversary to take as many pieces as possible, and to compel him to make kings, which is accomplished by opening your game freely, especially the back squares. Huffing, and the other rules, apply equally to this game.

SPANISH DRAUGHTS.

This variation is played on a board like that used in the English game and with the same number of men. It is played with the double corner to the left of the player, instead of to the right as in the English game. There are several ways in which the movements of the pieces in the two games differ. The laws and methods of the English game hold good, except in the following instances:

When there are a good many pieces *en prise*—that is, in a position to be taken—on various parts of the board, it is compulsory for the player to make the captures with the man that takes the greatest number.

Sometimes the game is varied by playing with eleven men and a piece called Dama (king), or with ten men and two Damas. In these cases the king, or Dama, has the right to move as many squares as he likes in a diagonal direction from the square which he occupies. The king has a right to any of his adversary's men on a diagonal commanded by him, provided, of course, that there are one or more vacant squares behind the man. Should there be *en prise* one or more men on a diagonal crossing the diagonal that he commands, he must turn off at the angle and make the capture and every other capture that he can make.

ITALIAN DRAUGHTS.

This game is like the English and Spanish games as to board and men, with some differences, however, in the methods of play. Like the Spanish game, it is played with the double corner to the left. The laws are few, and are:

1. A single piece is not allowed to take a king.

2. When there are several men in a position to be captured, it is compulsory to take the largest number and the most powerful.

3. In the situations similar to those in the English game where it is optional for the player to capture a man with either a single piece or a king, in the Italian game the capture must be made with the king. In all other respects the laws of the English game govern.

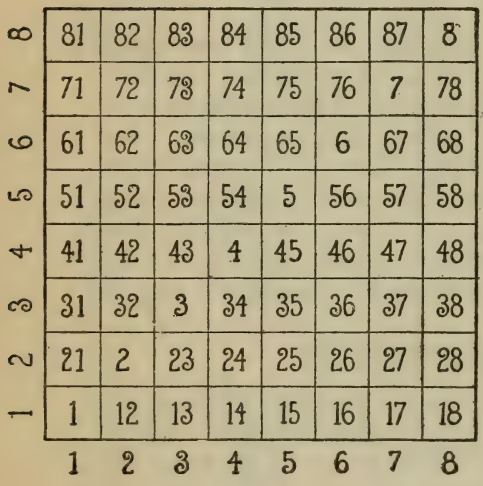
TURKISH DRAUGHTS.

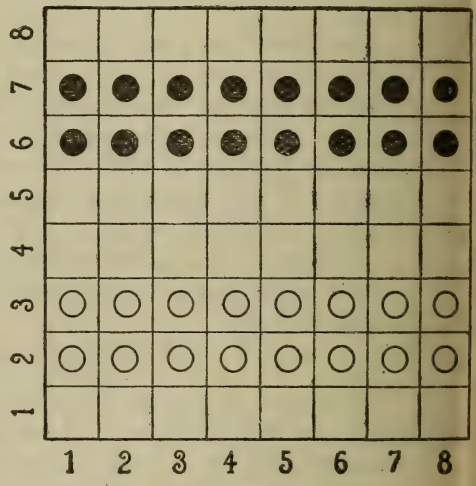
This game is different from all the others. It is played on an unchecked board, and the pieces move forward and sideways either to the right or left, but they cannot move backward nor diagonally. The boards and the management of the men, and the method of marking the

board for the sake of working out problems and recording plays, are shown in the diagrams below.

In this game the men have greater liberty of action, as they are permitted to move in three instead of two directions. Also. they have a greater field of action, as there are sixty-four squares on the Turkish board, as against thirty-two on the English and fifty on the Polish boards. The elementary principles, however, are the same as in the games already mentioned, and the game offers as extensive and as scientific developments.

This game, like the ancient varieties of the game, is a mimic battle in which the soldiers advance, extend and close, mass, march in





columns, etc. The game is governed by the rules of the English game, except as here described.

White always moves first. The pieces move one square at a time, forward or to the right or the left. The men capture in the direction in which they are moving, by leaping over the adverse men behind which there is an open space. A pawn is made a king under the same conditions as in the English game, which, of course, can move in any direction. A king can jump a complete column in capturing or otherwise. His powers are the same as in the Spanish and Polish games.

In this game, capturing, when it is possible to capture, is compulsory. The men captured are moved from the board as they are captured, thus opening up the ranks of the enemy so that other men can be captured.

DICE.

THE spots on dice, from one to six, are counted in their numerical order. The ace is the lowest; the six is the highest. The ace counts for one, the six for six.

THROWING.

Dice being shaken in the box are to be thrown on the table. After throwing, dice not to be touched.

FOUL THROWS.

When a dice falls on the floor or on anything else but the table where the game is being played, it is counted as a false throw, and does not count. If a dice is touched when it is in motion, it is not counted as a throw. When one dice stands on another, a position called "a cocked dice," it is a false throw. If one dice leans up against another, or does not stand square on its base, this arising not from any inequality of the table, it is a false dice. Foul throws due to accident as described, can be thrown over.

REGULAR DICE.

As many players engage as wish, and a pot is made. Three dice are used. To decide who shall play first, and the order, either small ivory balls with numbers are used, or a single suit from a pack of cards is taken, when the highest plays first. After the first round, the elder hand begins, and so on in succession. Three dice are thrown at a time, with three casts. The addition of the whole nine dice, makes the total. Thus, first throw: a four, a five, and a six, which is fifteen; second throw, a deuce, a three, and a five, which is ten; and the third and last throw, two fives and a six, which is sixteen. The total is forty-one.

First throw	15
Second throw	10
Third throw	16
	41

In the addition of the three casts, the highest total wins. When there are ties, another cast of three dice, thrown three times, as described before, are made, and the highest wins. This is the usual game played when an object is raffled.

RAFFLES.

In Raffles, pair or triplets win, as in Poker. Three dice are thrown, and the player can throw until he makes a pair. He may throw triplets. Thus he throws the three dice, and turns an ace, deuce, four. There are no pairs. He throws again, and makes a pair of sixes. Then he stops. He can throw no more. The other player makes a cast and throws two sixes or three aces at the first or second throw, and he wins. Any triplet will beat a pair. As in Poker, the dice after the pair counts the highest. Thus two players, each casting a pair of aces, if one had a single three, and the other a single deuce, the player with a pair of aces and a three would win. Once a pair reached at the second throw, or triplets, the player stops.

DRAW POKER WITH DICE.

Five dice are used. Each player may have two throws. Any number may engage in the game. The player throws the five dice at one cast. Say he throws two aces, and a two, three, and four. He would leave the two aces, and throw the other three dice. He might throw another ace, make threes, or two more aces, making fours, or perhaps make all five aces. It would be possible for him to make three deuces with the cast, and have a full. The player may throw all his five dice, or any number a second time. Understanding Poker, all the variations of values are appreciated. This is the only difference, that the values of the points thrown begin with the ace and end with the six, a pair of sixes being worth more than a pair of aces. When the turn is made with five sixes, it is the best hand. The players each put in the pot one or more chips according to prior arrangement. It is not obligatory to throw a second time. The first cast may suffice a player.

MULTIPLICATION.

Three dice are used, and there are three throws for each player. The three dice being cast, the highest dice is left on the table. Then the two dice are thrown, and the highest is left. The last dice is then thrown. Say the first dice thrown was a six, which was left, and the two dice when thrown the higher was a four. Then the six of the first cast, the four of the second dice, if added, make ten. The third and last dice thrown is the multiplier. If it were a six, six times ten would make sixty. The highest number made in this way wins.

CENTENNIAL DICE.

Any number may play. Three dice are used. On the table numbers are chalked from one to twelve; as they come in numerical order, the player wipes them out if he throws them. Say a first cast is an ace and a deuce, and a six. Ace and deuce coming in numerical order, allow the player to efface the one and two chalked on the board. The six is useless. Any single number helps the score. For the numbers over six, the addition of any two dice makes the point. Thus, seven can be made with an ace and six, a two and five, a three and four, and so on. The throws go on in succession. If it is so agreed, the game is shortened; whenever a person happens to know the three exact numerical successions required, then he can count six points. Centennial has no exact rules, and can be played in a variety of ways.

ACE POT.

This is played with two dice, and any number of persons may engage in the game. Each player has two counters. It being decided by lot who shall begin, two dice are thrown. Every player begins with two chips in his possession. If he throws an ace, he must place one counter in the pot. If a six, he passes a chip to his left-hand neighbor. No account is taken of anything else but the ace and six. If he throws double aces or double sixes, he passes two chips to the pot or the next player. In time, the dice being thrown in succession, it happens that a player has one chip left. The player holding the last chip has three throws. If he throws an ace, he passes it to his neighbor, and he is out of the game. If he throws a six, he wins the pot. The same cast governs the elder player, if the first caster has not thrown a six. Ace Pot has no regular rules.

VINGT-ET-UN.

As in the game of cards, the dice are thrown, so as to make twenty-one, or as near to it as possible. As three dice might show three sixes, which is 18, two dice are used. Two dice are cast, and the number added, and then the player may throw as often as he likes afterward, so as to get near to twenty-one. He may stand at any time. If he throws over twenty-one, he is worsted. Sometimes dice Vingt-et-un is played with one dice. All the rules are like those when Vingt-et-un is played with cards. Pairs pay the banker. There is no natural Vingt-et-un as in the card game. Bets are made before the dice are thrown.

BEGGAR YOUR NEIGHBOR WITH DICE.

This is a simple modification of Centennial, the player chalking from one to six on the table. A single dice is thrown. If the thrower turns up a number he does not want, the elder hand takes that number and wipes it off of his score. No numerical progression is requisite. If a dice is thrown, which neither the caster nor the elder hand has, the next player can efface it from his score. The first player who can rub out all his numbers wins. Failing to throw a dice having one number required, the casting is taken by the next player.

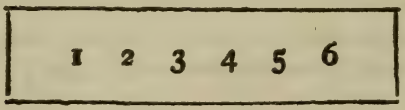
ROUND THE SPOT.

Looking at the five ⚅ the three ⚂ there is a centre spot around which the others are grouped. An ace has a central point, but has no surrounding. The ace, deuce, four, and six are considered then as not counting.

Three dice are used, and only the fives and threes counted. Three throws are made, and the person throwing the greatest number of the additions of the threes and fives wins.

CHUCK-A-LUCK, OR SWEAT.

This is a game played with dice on a cloth-covered table, which is numbered in this way:



SWEAT TABLE.

Stakes are placed on the numbers by the players, and the wagers accepted by the banker. The player has three dice, and he throws these three dice. Say he has wagered a stake on the five. If he throws one five in the three dice, he wins one stake. Should he throw a double-five, he wins twice his stake; if a triplet, he wins three times his stake. The banker takes after every throw all the wagers on the numbers not shown by the dice.

GOING TO BOSTON.

This game resembles Multiplication and is played with three dice. It differs from Multiplication only in the counting. The last throw is added to, instead of being used as a multiplier of, the sum of the two remaining on the table. As an example, if 4 and 5 had been thrown and the last throw was 6, the sum would be 15.

HELP YOUR NEIGHBOR.

This is the opposite to "Beggar Your Neighbor" (page 469). It is played with three dice and affords a great deal of amusement. Six persons is the usual number of players. When the game begins it is agreed that the game shall be for fifty, one hundred, or any number of points. The players are numbered from 1 to 6 in regular order, or each selects his number by lot. The players throw in regular rotation. For example, the first player throws 4, 5, 6. He counts nothing for himself, as his number is 1, but the highest number is chalked up in No. 6's score. If the second player throws 2, 2, 3, he scores two for himself and No. 3 scores three points. If No. 3 throws three fives he gets nothing, but No. 5 gets five points. If the next player throws three ones he gets nothing, but No. 1 scores a point. So to the end. When a player makes the number of points agreed upon, the game ends. If a pool is the prize the first man out wins; if the game is for refreshments the last player out loses.

HAZARD.

THIS is a game with dice. The player, who takes the box and dice, throws a main—*i. e.*, a chance for the company, which must exceed four, and not be more than nine, otherwise it is no main; he consequently must keep throwing till he produce five, six, seven, eight, or nine; this done, he must throw his own chance, which may be any above three, and not exceeding ten; if he should throw two aces or trois ace (commonly termed crabs), he loses his stakes, let the company's chance, which we call the main, be what it may. If the main should be seven, and seven or eleven is thrown immediately after, it is called a nick, and the caster (the present player) wins out his stakes. If eight be the main, and eight or twelve should be thrown directly after, it is also termed a nick, and the caster wins his stakes. The caster throwing any other number for the main, such as are admitted, and brings the same number immediately afterward, it is a nick, and he gains whatever stakes he has made. Every three successive mains the caster wins he pays to the box, or furnisher of the dice, the usual fee.

The meaning of a stake or bet at this game differs from any other. If any one chooses to lay some money with the thrower or caster, he must place his cash upon the table, within a circle destined for that purpose; when he has done this, if the caster agrees to it, he knocks the box upon the table at the person's money with whom he intends to bet, or mentions at whose money he throws, which is sufficient, and he becomes responsible for whatever sum is down, unless the staker calls to cover; in which case the caster is obliged to stake also, else the bets are void. The person who bets with the thrower may bar any throw which the caster may be going to cast, on condition neither of the dice is seen; but if one die should be discovered, the caster must throw the other to it, unless the throw is barred in proper time.

TABLE OF THE ODDS.

If seven is the main and four the chance, it is two to one against the thrower.

6 to 4 is 5 to 3.
5 to 4 is 4 to 3.
7 to 9 is 3 to 2.
7 to 6 { 3 to two, barring two trois. / 6 to 5 with the two trois.
7 to 5 is 3 to 2.

6 to 5.	even, barring two trois. 5 to 4, with two trois.
8 to 5.	even, barring two fours. 5 to 4, with two fours.

9 to 5 is even.
9 to 4 is 4 to 3.

The nick of seven is seven to two sometimes, and ten to three.

The nick of six and eight is five to one.

It is absolutely necessary to be a perfect master of these odds, so as to have them as quick as thought, for the purpose of playing a prudent game, and to make use of them by way of insuring bets, in what is termed hedging, in case the chance happens to be not a likely one; for a good calculator secures himself by taking the odds, and often stands part of his bet to a certainty. For instance, if seven is the main, and four the chance, and he has five dollars depending on the main, by taking six dollars to three, he must either win two dollars or one; and on the other hand, if he does not like his chance, by laying the odds against himself he must save in proportion to the bet he has made.

ADDITIONAL CALCULATIONS ON HAZARD.

If 8 and 6 are main and chance, it is nearly 11 to 12 that either one or the other is thrown off in two throws.

If 5 and 6, or 9 and 7, are main and chance, the probability that they will be thrown in two throws is near 11 to 12.

If 5 and 8, or 9 and 8, or 5 and 7, or 9 and 6, are main and chance, the probability of throwing one of them in two throws is as 7 to 9 exactly.

And if 7 and 4, or 7 and 10, are main and chance, the probability that they will be thrown out in two throws is also as 7 to 9.

If 7 and 8, or 7 and 6, are main and chance, you may lay 15 to 14 that one of them is thrown in two throws.

But if 5 and 4, or 5 and 10, or 9 and 4, or 9 and 10, are main and chance, he that engages to throw either main or chance in three throws has the worst of the lay, for it is very near as 21 to 23.

If the main be 7, the gain of the setter is about one and one-third per cent.

If the main be 6 or 8, the gain of the setter is about two and a half per cent.

If the main be 5 or 9, the gain of the setter is about one and a half per cent.

But should any person be resolved to set up on the first main that is thrown, his chance is about one and seven-eighths per cent.

Hence the probability of a main to the probability of no main, is as 27 to 28, or very nearly.

If a person should undertake to throw a six or an ace with two dice in one throw, he ought to lay 5 to 4.

Another table displaying the odds against winning any number of events successively; equally applicable to Hazard, Faro. Rouge et Noir, Billiards, or other games of chance.

1. It is an even bet that the player loses the first time.
2. That he does not win twice together, is . . 3 to 1.

Three successive times . . . . . 7 to 1.
Four " " . . . . . 15 to 1.
Five " " . . . . . 31 to 1.

And in that proportion to any number, doubling the odds every time with the addition of one for the stake.

TEN-PINS.

RULES.

1. Ten rolls constitute a game.

2. Each roll consists of three balls delivered in succession by the player, unless the pins are down in less. A ten-strike (double) or a single (spare) ends the roll. But this must not be understood to have reference to the *score* of a division, which, in the case of a double or a single, depends upon subsequent play.

3. Any number of players, not exceeding five, can play on a side, and the losers, *i. e.*, the side making the lowest aggregate number of pins, must pay the expenses of the game.

4. Ties to be decided by a single ball each.

5. No player must advance beyond the line of the alley in delivering a ball. (The line is a chalk-mark usually drawn across the player's end of the alley to mark the limit beyond which players must not pass till the ball has been delivered from their hands.)

6. Pitching the balls is not allowed, and any player persisting in doing so after being warned by the marker (or "setter-up") is out of the game.

7. All pins that are down count for the player, whether knocked down

by the ball in its direct course or by its rebound, or by dead-wood, *i. e.*, a pin already down.

8. The maker, by agreement between the players, may decide any disputed point (unless a special umpire be appointed), and his decision shall be final.

9. The player or side counting the larger number of pins scored wins the game.

SHUFFLE-BOARD.

SHUFFLE-BOARD bears some resemblance to Ten-pins, only iron or bronze weights are used instead of balls; and these are slid instead of rolled down a board, which board has been sprinkled with fine sand. Board is thirty feet long, perfectly level, and with a low outer edge. From both ends of the board, five inches from the ends, and parallel with them, two lines are drawn. The one on the player's end is the starting-point, the other is the finish. The pieces or weights are eight, consisting of two sets, each set, or four pieces, having a distinctive mark. Weight should be one pound. Two or four persons can play, taking their stations at one or the other end of the board. Two persons play against two. The object of the game is to score twenty-one points, and they are made as follows: each piece which lays over, or inside of the line, at the end of the round, is called "in" and scores two points.

RULES OF SHUFFLE-BOARD.

Each piece partly projecting over the end of the board at the end of a round scores three points.

At the end of the round, no piece being in, that piece nearest to the line counts one.

A piece exactly on the line counts in and scores two.

Play can be made from either end of the board.

CHESS.

FOR the game of Chess a *chess-board* and *chessmen* are required.

The *board*, which is square, is made of leather or wood. The surface of the board is divided into sixty-four *squares*, of equal size, eight on each of the four sides. The squares are colored alternately white and black, or white and red.

The *men* are generally made of ivory or wood, covered with baize. The men are thirty-two in number. Of these, sixteen (which belong to one player) are colored white; and sixteen (which belong to the other player) are colored black or red.

Each player's men consist of eight *pieces* and eight *pawns*, thus named and figured:

	WHITE.	BLACK.		WHITE.	BLACK.
King			Queen		
Two rooks or castles					
Two bishops					
Two knights					
Eight pawns					

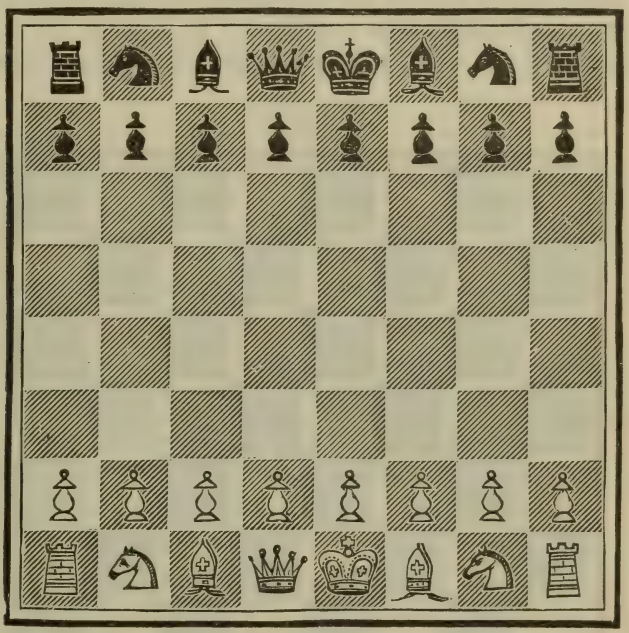
RELATIVE VALUES OF THE MEN.

A knight is worth rather more than three pawns, a bishop rather more than a knight, but practically these *minor pieces* are regarded as of equal value. A rook is worth a minor piece and two pawns. If a player gains a rook for a minor piece he is said to win *the exchange*. Two rooks are about equal to three minor pieces. A queen slightly exceeds in value two rooks. These approximate values, though they vary with *position*, indicate what exchanges may, as a rule, be made with advantage (see Capturing). The king is not included, as, from the nature of the game, he cannot be captured.

DESCRIPTION OF THE GAME.

Chess is played by two persons, who occupy positions opposite to each other, where the words "white" and "black" occur in the diagram.

BLACK.



WHITE.

The board must be placed with a white square in the right-hand corner. The players then determine by lot which of them shall have the white men and which the black. Each places the men of his own color as shown in the diagram. The rooks occupy the corner squares; the knights the next squares; the bishops the next; and the king and queen the centre, the queen being always placed on a square of her own color. The pawns occupy the row of squares immediately in front of the pieces.

The game is opened by one player's moving (see Law III.) one of his men from the square on which it stands to some other square, in the manner and with the limitations to be presently described. The other player then moves one of his men, and so on alternately. When one man is placed within a certain range of an adverse man, he can be captured, as will be fully explained. The game proceeds until one of the

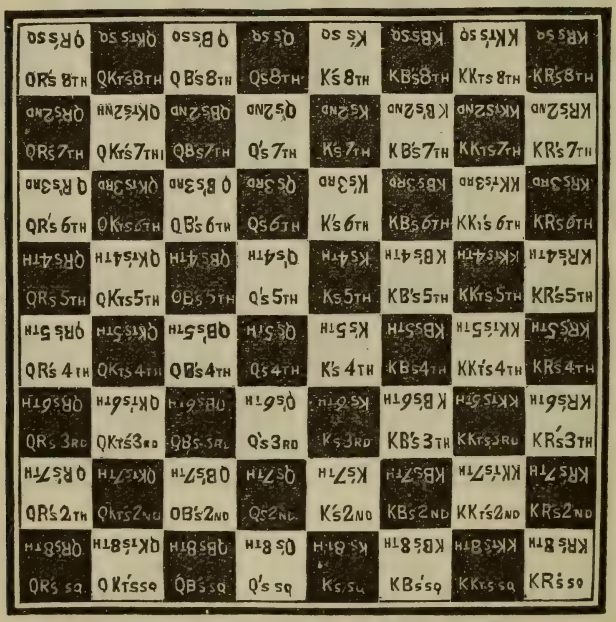
kings occupies a position from which he cannot escape, when the game is won or drawn (see Checkmate and Drawn Games).

NOMENCLATURE OF THE MEN AND SQUARES.

Before describing the moves and powers of the men the notation used in printed games and problems should be explained.

The pieces to the right of the white king are called the king's bishop, king's knight, and king's rook respectively; those to the left of the white queen are called the queen's bishop, queen's knight, and queen's rook

BLACK.



WHITE.

respectively. The black pieces are similarly named. The king's knight and rook are usually stamped to distinguish them from the queen's.

The pawns are named after the pieces in front of which they stand. Thus, the pawn in front of the king is called the king's pawn, that in front of the king's bishop is called the king's bishop's pawn; and so on.

The square on which each piece stands at the commencement of a game is called his square. Thus, the king stands on the king's square, the king's rook on the king's rook's square, and so on. The rows of

squares running from left to right or from right to left are called *ranks*. Thus the pieces in diagram stand on one rank, the pawns on another. The rows of squares running from corner to corner of the board, or parallel to them, are called *diagonals*. The rows of squares running straight from the white men to the black men (see diagram), and *vice versâ*, are called *files*. The file proceeding from each piece is called his file, *e. g.*, the file to White's extreme right is called the king's rook's file, the next the king's knight's file, and so on. The squares of each file are numbered from two to eight; thus the king's rook's pawn in the diagram stands on the second square of the king's rook's file, or, as it is called for short, on the king's rook's second; in printed games, contracted to K R's 2d. If this pawn were pushed forward one square, it would stand on K R's 3d; two squares on K R's 4th, and so on. Every square is thus named *for each player*, according to its file and its distance from the rank on which that player's pieces were originally placed, so that the king's rook's square (K R's sq) of White is the king's rook's eighth (K R's 8th) of Black, and so on for all the other squares.

The names of all the squares, for each player, and the contractions used in describing them in print, will appear clearly from the diagram, premising only that K stands for king; Q, for queen; B, for bishop; Kt, for knight; R, for rook; P, for pawn; and sq, for square.

The other abbreviations used in Chess notation are—adv, adversary's; ch, check; dis ch, discovered check.

The word square is omitted except in the case of a move being made to the rank on which the pieces were first placed. Thus, if a knight were moved to bishop's third square, the move would be called knight to bishop's third, abbreviated in writing to Kt to B's 3d. If the knight were then moved back again to the square from which he started, the move would be described as knight to his square, in short, Kt to his sq. Similarly, if the knight were moved to the square originally occupied by any of the pieces, the move would be written Kt to Q's sq, or Kt to K's sq, or to B's sq, or to R's sq, as the case might be, and so on for other pieces moved to the first rank of squares.

The full description of the man and the name of the square from which he moves are also omitted, except it so happens that two men of equal value can make a similar move or can move to the same square. Thus, either king's knight or queen's knight could at starting move from his square to bishop's third, hence, if each knight were on his square, it would be necessary to specify which knight makes the move: thus, if the king's knight were moved, it would be written K's Kt to B's 3d. But if the queen's knight were not able to move to bishop's third square, the

move would be written Kt to B's 3d, because there can then be no doubt as to which knight is intended. Again, if king's pawn is moved from king's second square to king's fourth square, the move would appear thus, P to K's 4th. It is not necessary to say K's P, because there is only one pawn which can move to that square.

The same method applies in capturing; pawn takes pawn, is written P takes P if there is only one pawn that can take a pawn; but if there is more than one pawn *en prise*, or, if two pawns have the option of taking one, it would be necessary to specify which pawn makes the capture.

THE MOVES.*

The King may be moved only one square at a time in any direction (see Castling). Thus, if placed on K's 5th, he might be moved to K's 4th, Q's 4th, Q's 5th, Q's 6th, K's 6th, K B's 6th, K B's 5th, or K B's 4th.

The Queen may be moved any number of squares in any direction straight or diagonal. Thus, if placed on Q's 6th she might be moved thence to Q R's 6th, or to K R's 6th, or to any square of that rank. Or she might be moved to her square (Q's sq), or to Q's 8th, or to any square of that file. Or she might be moved to K B's 8th, or to Q R's 3d, or to any square of that diagonal; or similarly, she might be moved to Q Kt's 8th, or to K R's 2d, or to any square of that diagonal.

The Rook may be moved any number of squares in a straight line. Thus, if placed on K Kt's 3d he might be moved to K R's 3d, or to Q R's 3d, or to any square of that rank; or to K Kt's sq, or to K Kt's 8th, or to any square of that file.

The Bishop may be moved any number of squares diagonally. Thus, if placed on K's 4th, he might be moved to K R's 7th, or to Q Kt's sq, or to any square of that diagonal.

The Knight's move is most readily described by supposing that it is made up of two motions, viz.: one square diagonally and one square straight. In the second portion of his move he must not return to the square adjacent to the one from which he started. Thus, if placed on Q's 4th, he might be moved to Q B's 2d, or to Q Kt's 3d, or to Q Kt's 5th, or to Q B's 6th, or to K's 6th, or to K B's 5th, or to K B's 3d, or to K's 2d.

The Pawn may be moved one square forward; but at his first move, he may be moved either one square or two. Thus, if placed on K's 2d he might be moved to K's 3d or to K's 4th. Similarly if placed on Q's

* The description of the moves and their limitations should be followed with a board and men, each man being placed as directed.

2d he might be moved to Q's 3d or to Q's 4th, and so on for other pawns standing on the second rank, and which consequently have never been moved. But after a pawn has made one move he can only be moved one square at a time. Thus a pawn at K's 3d can only be moved to K's 4th.

LIMITATIONS OF THE MOVES AND FURTHER POWERS OF THE MEN.

In the previous description it has been assumed, for the sake of simplicity, that no other man was on the board but the one whose move was under consideration. The presence of other men materially limits or varies the powers of those about to be moved. In most cases the player has the choice of several moves; but when it so happens that there is only one move on the board which he can legally make, his move is said to be *forced.*

If a player touches a man he must move it, except the man was touched by accident, or is touched for the purpose of adjusting it (and see Law VI.).

No man is allowed to be moved on to a square already occupied by a man of his own color.

No man can pass beyond any man of either color placed in his line of march, except the knight, or in castling. For example: suppose the men placed for the beginning of a game, and that White moves P to K's 4th. At his next move, he can move his queen, but only in the diagonal from Q's sq to K R's 5th, because the queen is prevented from moving in any other direction by the proximity of her own pieces and pawns. Now place a white man on White's K Kt's 4th. The queen can only be moved to K's 2d or to K B's 3d.

The knight can make his move independently of the position of other men, or, as it is sometimes expressed, can leap over them. Thus, the men being placed as in diagram, the knight might be moved to R's 3d or to B's 3d.

Any man when moved may at the same time *capture* or *take* any adverse man which is *en prise—i. e.*, situated on a square to which the man can be legally moved (see Check). A player is not compelled to take a man which is *en prise* if he has any other lawful move. If a man is *en prise* of more than one adverse man, the player may take with whichever he pleases. Taking is effected by removing the man captured from the board, and placing the man moved on the square previously occupied by the man taken. For example: in the case of the white queen being on her square, and a black man on K's Kt's 4th (no other man intervening), the black man is *en prise*, and may be captured.

All the pieces move in precisely the same way when taking as at oth · times; but the pawns do not. The pawn's march when not taking is straight forward; but he takes diagonally, being then moved one square forward to the file to the right or left of the one on which he stands. For example: suppose White at the beginning of the game plays P to K's 4th, and Black replies with P to K's 4th, the two pawns impede each other's further progress, but cannot take. If, however, Black replies P to Q's 4th, White could take the queen's pawn. If he takes the pawn he leaves the king's file for the queen's file. When two pawns of the same color are on the same file, the front one is called a *doubled pawn*.

A pawn is called a *passed pawn* when there is no adverse pawn between him and the eighth square of the file on which he stands, nor between him and the eighth square of the adjacent files right and left. Thus, place the men as at starting, and remove Black's queen's bishop's pawn, and his king's pawn. Then if White moves P to K's 4th, and Black P to Q's 4th, and White moves P takes P, White's doubled pawn is also a passed pawn.

Now suppose, instead of P takes P, White plays P to K's 5th and that Black replies P to K B's 4th. White has the power of taking the king's bishop's pawn if he pleases, just the same as though it had only been moved to K B's 3d. This he would do by taking the king's bishop's pawn off the board and placing his king's pawn on K B's 3d. This is called taking *en passant*. Only a pawn can take *en passant*, and the privilege, if made use of, must be exercised by the capturing pawn at the next move after the adversary's pawn has passed him, or the power of taking *en passant* is lost. If a pawn is advanced to the eighth rank he may be exchanged for any piece, except the king, which the player selects. This is called *queening*, because a queen is generally the piece chosen. The piece selected need not be one of those already captured; consequently a player may have two or more queens, or three or more of the other pieces on the board, if he pleases so to exchange queened pawns. Or, the player may decline to avail himself of the privilege of exchanging, and leave his pawn a *dead pawn*.*

The king is allowed once in the game to move two squares in conjunction with one of the rooks. This is called *castling*. To castle on the king's side, the king is first moved from his square to the king's knight's square, and the king's rook is then moved from his square, to the king's bishop's square. To castle on the queen's side, the king is first moved to

* This is the rule laid down by some leading Chess Association; but it is still a question with some players whether a dead pawn should be permitted.

the queen's bishop's square, and the queen's rook to the queen's square. In castling, king and rook may be moved simultaneously, but the plan of moving the king first is recommended to beginners (see Law X.).

Castling is not permitted—*a*, if the king is in check; *b*, if the king has already been moved; *c*, if the rook has been moved, or if it is touched first and quitted before the king is touched; *d*, if the king has to pass over or to remain on a square guarded by an adverse man; or, *e*, if there is any piece belonging to either player between the king and the rook; or *f*, if the king is moved as a penalty he cannot castle on that move.

The move of the king is restricted by the fact that he cannot be captured. Consequently he is not allowed to be moved to any square which is guarded by an adverse man, nor on to a square adjacent to the adverse king. Even if a man is *pinned*—*i. e.*, if guarding a square he cannot be moved without opening a check on the king of his own color, nevertheless the adverse king must not be stationed on that square.

When a player makes a move that is not in accordance with the foregoing instructions it is called a *false move* (see Law VII.).

If the king is attacked by any man (except the adverse king, which cannot attack him), he is said to be *in check*, and as the king may not remain where he can be captured (even if the attacking man is pinned), he must be removed *out of check*, or some man must be *interposed* between the checking piece and the king (but the knight's check cannot be met by interposing), or the attacking man must be taken. The player attacking must warn his adversary of the danger to his king, by calling "check."

When the king is directly attacked by the man last moved, it is called a *simple check*. If the man moved does not check, but opens a check by some other piece, it is called a *discovered check*. If the king is attacked both by the man moved and by the one discovered, it is called a *double check*. Of course a double check cannot be met by interposing, or by capturing one of the checking pieces.

If the king is checked and is unable to move to a square that is not guarded, aud no man can be interposed, and the checking man cannot be taken, he is *checkmated*. The player giving checkmate wins the game.

The game may be *drawn* in various ways. Thus, if neither player has sufficient force left to give checkmate, as with a king and a knight only or with equality of force and position, as with a queen against a queen, or a rook against a rook, and no immediate mate, the game is drawn. Or, if a player has one piece only besides the king, or with certain other forces (see Law XI.) with which mate may be effected, he is bound, on notice being given, to checkmate his adversary in fifty moves at most on each side, or the game is drawn. The game is also drawn if both players per-

sist in repeating the same move, or if one player persists in giving *perpetual check*. This position arises when a player can repeat a check on one of two or more squares, and his adversary's only mode of disposing of one check presents an opening for another.

Lastly, a *stalemate* is a drawn game. If the player who has to move is not in check, and cannot move the king without going into check, and has no other man on the board that can be legally moved, he is stalemated.

THE LAWS OF CHESS.

[These laws were in force during the following tournaments and matches: Paris Tournament (for the French Emperor's Prize), 1867; Dundee Tournament, 1867; London Challenge Cup, 1866, 1867, 1868, 1870, and 1872; Baden Grand Tournament, 1870; London Grand Tournament, 1872; Vienna Tournament (for the Emperor of Austria's Prize), 1873; the match by telegraph between London and Vienna, etc., etc. They have also been adopted by numerous Chess Clubs.]

I.—THE CHESS-BOARD.

The board must be so placed during play that each combatant has a white square in his right-hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

II.—THE CHESSMEN.

If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled. If at any time it is discovered that a man has been dropped off the board, and moves have been made during its absence, such moves shall be retracted, and the man restored. If the players cannot agree as to the square on which it should be replaced, the game must be annulled.

III.—RIGHT OF MOVE AND CHOICE OF COLOR.

The right of making the first move, and (if either player require it) of choosing the color, which shall be retained throughout the sitting, must be decided by lot. In any series of games between the same players at one sitting, each shall have the first move alternately in all the games, whether won or drawn. In an annulled game, the player who had the first move in that game shall move first in the next.

IV.—COMMENCING OUT OF TURN.

If a player make the first move in a game when it is not his turn to do so, the game must be annulled if the error has been noticed before both players have completed the fourth move. After four moves on each side have been made, the game must be played out as it stands.

V.—PLAYING TWO MOVES IN SUCCESSION.

If, in the course of a game, a player move a man when it is not his turn to play, he must retract the said move; and after his adversary has moved, must play the man wrongly moved, if it can be played legally.

VI.—TOUCH AND MOVE.

A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose of adjusting it; in which latter case he must, before touching it, say, "I adjust," or words to that effect. A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move it, if it can be legally moved, unless, before touching it, he say, "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it, if he can legally do so. If, in either case, the move cannot be legally made, the offender must move his king; but in the event of the king having no legal move, there shall be no penalty. If a player hold a man in his hand, undecided on which square to play it, his adversary may require him to replace it until he has decided on its destination; that man, however, must be moved. If a player, when it is his turn to play, touch with his hand (except accidentally or in castling) more than one of his own men, he must play any one of them legally movable that his adversary selects. If, under the same circumstances, he touch two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken. If it happen that none of the men so touched can be moved or captured, the offender must move his king; but if the king cannot be legally moved, there shall be no penalty.

VII.—FALSE MOVES AND ILLEGAL MOVES.

If a player make a false move—that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made—he must, at the choice of his opponent, and according to the case, either move his own

man legally, capture the man legally, or move any other man legally movable. If, in the course of a game, an illegality be discovered (not involving a king being in check), and the move on which it was committed has been replied to, and not more than four moves on each side have been made subsequently, all these latter moves, including that on which the illegality was committed, must be retracted. If more than four moves on each side have been made, the game must be played out as it stands.

VIII.—CHECK.

A player must audibly say "Check!" when he makes a move which puts the hostile king in check. The mere announcement of check shall have no signification if check be not actually given. If check be given but not announced, and the adversary makes a move which obviates the check, the move must stand. If check be given and announced, and the adversary neglects to obviate it, he shall not have the option of capturing the checking piece,* or of covering, but must "move his king" out of check; but if the king have no legal move there shall be no penalty. If in the course of a game it be discovered that a king has been left in check for one or more moves on either side, all the moves, subsequent to that on which the check was given, must be retracted. Should these not be remembered the game must be annulled.

IX.—ENFORCING PENALTIES.

A player is not bound to enforce a penalty. A penalty can only be enforced by a player before he has touched a man in reply. Should he touch a man in reply in consequence of a false or illegal move of his opponent, or a false cry of check, he shall not be compelled to move that man, and his right to enforce the penalty shall remain. When the king is moved as a penalty, it cannot castle on that move.

X.—CASTLING.

In castling, the player shall move king and rook simultaneously, or shall touch the king first. If he touch the rook first, he must not quit it before having touched the king; or his opponent may claim the move of the rook as a complete move. When the odds of either rook or both rooks are given, the player giving the odds shall be allowed to move his king as in castling, and as though the rooks were on the board.

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* Or Pawn.

XI.—COUNTING FIFTY MOVES.

A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his opponent persists in repeating a particular check, or series of checks, or the same line of play, or whenever he has a king alone on the board, or

King and Queen,
King and Rook,
King and Bishop,
King and Knight,
} against an equal or superior force.

King and Two Bishops,
King and Two Knights,
King, Bishop, and Knight,
} against King and Queen.

and in all analogous cases;

and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty move counting; should he not be mated within the fifty moves, he may claim that the game shall proceed.*

XII.—PAWN TAKING IN PASSING.

Should a player be left with no other move than to take a pawn in passing, he shall be bound to play that move.

XIII.—QUEENING A PAWN.

When a pawn has reached the eighth square, the player has the option of selecting a piece,† whether such piece has been previously lost or not, whose name and powers it shall then assume, or of deciding that it shall remain a pawn.

XIV.—ABANDONING THE GAME.

If a player abandon the game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these laws, or to submit to the decision of the umpire, he must be considered to have lost the game.

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* For example: A has king and queen against B's king and rook. B claims to count fifty moves. At the forty-ninth move, A by a blunder loses his queen. B can claim that the game proceed, and A in his turn may claim the fifty move counting.

† Except a king.

XV.—THE UMPIRE OR BYSTANDERS.

The umpire shall have authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the laws as herein expressed, and neither assume the power of modifying them, nor of deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire, or to bystanders, by both players, their decision shall be final and binding upon both players. The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present.

TECHNICAL TERMS USED IN CHESS.

CHECK AND CHECKMATE.—The king *always remains on the board and cannot be taken like the other pieces.* When, therefore, he is attacked by a piece or pawn, he is said to be *in check*—a position of which the player receives warning by his opponent crying *check!* Under such circumstances, he must do one of these three things: He must move out of check, interpose a man, or take the piece—the piece that attacks him. In taking a piece, the king, equally with the other pieces, moves on to the square previously occupied by his opponent. If the king can do neither of these things he is said to be *checkmated*, and his game is lost. There are several kinds of check: *Simple chech* is when the king is attacked by a single piece or pawn. *Discovered check* is when, by removing a piece or pawn from before a checking piece, an attack from the latter is opened or discovered. *Double check* occurs when the adverse king is attacked by two pieces at one and the same time. The double check of course occurs in consequence of a discovered check.

Place the pieces thus:

White.	Black.
K. at his 5th sq.	B. at K.'s R.'s sq.
	Kt. at K.'s B.'s 3 s.

Now, by removing the knight to his queen's second square, or to the king's knight's fifth square, you both *discover check* and give *double check.* Then there is what is called *Perpetual check*, which occurs when the opposing forces can occupy such a position as allows the adverse king no escape from one attack without rendering himself liable to another. This may occur when the king is attacked by one or more pieces; and if the player insists on repeating the check, the game is ended by being *drawn.*

Place the pieces thus, and you will see that a single queen can draw the game by *perpetual check* against two queens :

Black.	White.
K. on Q.'s R.'s sq.	Q. on her 5th.
Q. on her Kt.'s sq.	
Q. on Q.'s R.'s 2 sq.	

Stalemate is that position of the king in which though not in check, *cannot move without going into cheek.* Stalemate is a drawn game. It must be understood, however, that stalemate is not effected while the player attacked has any other piece or pawn to move. *Smothered Mate* is a term employed when the king is so surrounded by his own men that he cannot escape the attack of the adverse knight.

DRAWN GAME.—If neither player can checkmate his opponent, the result is a drawn game. The several situations in which the game is drawn are—by stalemate ; by perpetual check, or when both parties persist in acting on the defensive ; when the forces on each side are equal or nearly so ; as queen against queen, rook against rook, and so on ; and no effective result can be obtained ; or when, having sufficient force, the attacking party is unable to effect checkmate in *fifty moves* from the time his opponent begins to count.

CASTLING.—Once in every game the king has the privilege of moving two steps. This is done in the move called *Castling*, and is performed in combination with either of the rooks. It is performed in this way: If the space between the king and rook be unoccupied, the king moves two squares to the right or left, and the rook is brought to the square next the king on the side farthest from the corner from which it was moved. The player cannot castle—if either king or rook has been previously moved ; if the king passes over or rests on a square commanded by an opponent's piece ; or if the king be at the moment in check.

EN PRISE.—A piece attacked by another is said to be *en prise* ; that is, in danger of being taken

TO INTERPOSE is to bring a piece between your king, when in check, and the attacking piece. This term is also used when you cover your opponent's attack on any other piece with one of your own.

WINNING THE EXCHANGE.—When you take a queen for a rook, a rook for a bishop, or a bishop for a knight, you are said to win the exchange.

MINOR PIECES.—The knight and the bishop are so called. It is usual to call the king, queen, rook, bishop, and knight, *pieces*, and the pawns, *men*.

RANK AND FILE.—As the pieces stand on the board at the commence-

ment of the game, they are in two *ranks*, the pawns before the superior pieces, after whom they are called, as the king's pawn, queen's bishop's pawn, etc. The horizontal rows of squares are termed *ranks*, and the vertical squares *files*.

DOUBLED PAWN.—When two of your pawns stand on the same file, the front one is called a doubled pawn.

ISOLATED PAWN.—A pawn standing alone, without the protection of another pawn or piece.

PASSED PAWN.—When a pawn has advanced to a square unguarded by a pawn belonging to the opposite player, it is called a passed pawn.

TO TAKE EN PASSANT.—When a pawn has advanced to the fifth square, and the opposite player pushes a pawn two squares forward, as his first move, the other pawn has the privilege of capturing him in passing; that is to say, the pawn that has passed over the square guarded by the advanced pawn, is liable to be captured just as if it had moved only one square; or it may be allowed to remain, at the option of the other player. A pawn only, and not a piece, can be taken *en passant*.

QUEENING A PAWN.—When you are able to advance a pawn to the eighth square of the file, you can exchange it for a queen or any other piece. Thus, you may have two or more queens, three or more rooks, bishops, or knights, on the board at the same time. This peculiarity belongs to the modern game of Chess. According to Major Jaenisch, the Italians changed the advanced pawn for any piece already taken.

FORCED MOVE.—When a player can only make one single move, it is called a forced move.

GAMBIT.—This term is derived from the Italians, who, when in wrestling, give their opponents some apparent advantage for the purpose of tripping them up. In Chess it is used when a pawn or piece is purposely abandoned by the player who has the first move. There are various kinds of gambits—as the king's gambit, the muzio gambit, etc.—but of these we shall have to speak by and by. The pawn sacrificed is called the *gambit* pawn.

J'ADOUBE.—This term is used when a player touches a piece or pawn without the intention of moving it. It means, "I adjust, or replace."

ADVICE TO LEARNERS.

Always adhere to the laws of the game.

Never refuse to accept odds of a superior player.

When you find your game hopeless, do not prolong it, but retire gracefully.

Do not allow your hand to wander about the board from piece to piece; study the game, look well on the board to see that none of your principal pieces are in danger, decide upon your next move, and make it. Indecision is fatal to success.

Accustom yourself to play indifferently with Black or White.

When you have the advantage in strength of pieces, keep it by judicious exchanges. Protect your pawns; toward the end of the game, a pawn is often as valuable as a piece; when you can, protect a superior piece with an inferior, as a queen with a bishop.

Do not allow your queen to wander too far from her lord for the sake of winning a pawn.

The following openings are now presented:

KING'S KNIGHT'S OPENING.

White.	Black.
1 P. to K.'s 4	1 P. to K's 4
2 K. Kt. to B.'s 3	2 Q. Kt. to B.'s 3
3 P. to Q.'s B.'s 3	3 P. to K. B.'s 4
4 P. to Q.'s 4	4 P. takes Q.'s P.
5 P. to K.'s 5	5 P. takes Q. B.'s P.
6 Q.'s Kt. takes P	6 K. B. to Q. Kt.'s 5
7 Q. B. to K. Kt.'s 5	7 K. Kt. to K.'s 2
8 K. B. to Q. B.'s 4	8 P. to Q.'s 4
9 P. takes P. in passing	9 Q. takes P.
10 Q. to K.'s 2	10 Q. Kt. to Q.'s 5
11 Kt. takes Kt.	11 Q. takes Kt.
12 Castles on K's side	12 Q. B. to Q.'s 2
13 Q.'s Kt. to Q.'s 5	13 Castles on Q.'s side
14 Q. B. takes Kt.	14 B. takes B.
15 Kt. takes B. (ch.)	15 K. to Kt.'s sq.
16 K. R. to Q. sq.	16 Q. to K. R.'s 5
17 B. to Q. Kt.'s 3	17 Q. to K. R.'s 3
18 R. to Q.'s 2	18 P. to K. B.'s 5
19 K.'s R. to Q.'s sq.	19 P. to K. B.'s 6
20 Q. takes P.	20 P. to Q. R.'s 3
21 R. takes B.	21 R. takes R.
22 R. takes R.	22 Q. to her B.'s 8 (ch.)
23 Q. to her sq.	23 Q. takes Kt.'s P.
24 R. to Q.'s 8 (ch.)	24 R. takes R.
25 Q. takes R. (ch.)	25 K. to R.'s 2
26 Kt. to Q.'s B.'s 6 (ch.)	26 P. takes Kt.

White.	Black.
27 Q. takes P. (ch.)	27 K. to Q. R.'s sq.
28 Q. takes P. (ch.)	28 K. to Q. Kt.'s sq.
29 Q. to Q. Kt.'s 6 (ch.)	29 K. to Q. R.'s sq. or Q. B.'s sq.
30 B. mates	

By a study of the above game, the reasons for the various moves may be understood.

HOW TO CHECKMATE.

With young players, and even with some who are advanced in the practice of the game, it sometimes happens that the pieces are exchanged so frequently, that in the end one player is left with a much superior force. The beginner should accustom himself to practice the most common and obvious class of checkmates—those consisting of the king and one or two pieces against a king alone, or a king with few supporters.

The most simple of all checkmates is that of a

KING AND QUEEN AGAINST A KING.

All that it is necessary to do in this case is to drive the opposite king to one side of the board, and bring up your own king, when mate may be effected in a few moves. To exemplify this, place the Black king on his square, and the White king and queen on their squares. White can then, in spite of all his adversary may do, compel mate in about eight moves, with a single check.

White, having the move, advances his queen to her sixth square, which has the effect of confining the Black king to two rows of squares. You then advance with the White king till only one square remains open between the two monarchs, and mate. But you must beware of stalemating the Black. See the following :

POSITION I.

White.	Black.
K. at K. B.'s 6 sq.	K. on his sq.
Q. at her 6 sq.	

Now, the White having the move, mates at once by moving to K.'s seventh square ; but if Black have to move, it is a drawn game by stalemate, seeing that the Black K. cannot move without going in check. Always remember that, to mate with the queen, it is necessary that the two kings should be opposite each other, or at the distance of a Kt.'s move. Examine

POSITION II.

White.	Black.
K. at his Kt.'s 6 sq.	K. at his R.'s sq.
Q. at her Kt.'s 7 sq.	

Here the White, having the move, can mate on either of five squares—namely, Q. R.'s eighth, Q. Kt.'s eighth, Q. B.'s eighth, K. Kt.'s seventh, or K. R.'s seventh. And if the Black moves first, mate is equally certain by either of the above moves, except the last, which, if made, would allow the Black another move, to his bishop's square.

POSITION III.

White.	Black.
K. at his B.'s 6 sq.	K. on his Q.'s sq.
Q. at her B.'s 6 sq.	

White can now mate in two moves, but if he places his king on his own sixth square, Black is stalemated as before. The proper move, therefore, is to place the queen on her knight's seventh, when the Black king *must* move to his own square, and accept mate, by White playing his queen to king's seventh. As the pieces stand in the above position, Black, with the move, is stalemated. This will show the young player how careful he ought to be in advancing his queen, for the very power of this piece renders the tyro liable to stalemate his adversary by a single false move.

It is not necessary that instances of this nature should be multiplied, the careful student of Chess being once aware of the principle to be adopted and the error to be avoided. The queen can always checkmate an unsupported king, from any part of the board, in from five to twelve moves. Place the pieces in the following order, and try

POSITION IV.

White.	Black.
K. at his sq.	K. at his Q.'s third.
Q. at her B.'s sq.	

The queen can of herself force the adverse king to the side of the board; but as a certain quantity of work is generally more easily performed by two persons than by one, so it will be found easier to mate with the assistance of the king. Thus:

White.	Black.
1 Q. to K. Kt.'s 5.	1 K. to his 3.
2 K. to his 2.	2 K. to Q. 3.
3 K. to his 3.	3 K. to his 3.
4 K. to his 4.	4 K. to Q.'s 3.
5 Q. to K. Kt.'s 6.	5 K. moves.
6 K. advances.	6 K. moves.
7 Q. mates.	

It will be seen that one check, or at most two checks, will win the victory. *Avoid useless checks* is an axiom in Chess never to be forgotten.

CHECKMATE WITH THE ROOK.

The power of the rook at the end of the game is almost equal to that of the queen. It is necessary, in order to compel mate with the rook, that the kings should stand opposite each other with only an open square between, or that the attacked king should be in a corner square with the other king distant only a knight's move. Next to the queen, the rook is the most important piece on the board. In the early part of the game he has few opportunities for action, but toward the end, when the pieces get changed off and the board becomes clear, especially after the removal of the queens, the rook is almost irresistible as an attacking piece. With young players it is common to exchange rooks early in the game. This is a mistake, for we should never forget that it is easier to win with a king and rook than with a king and two bishops, or even with a king, bishop, and knight; while it is impossible to win with two knights without the assistance of a pawn. Do not be too anxious to bring your rooks *too* early into play; but after you have castled, then let the rooks support each other, and defend your king on his own rank.

DOUBLED ROOKS—that is, one rook placed before the other—are very powerful, and, in fact, more than equal to a queen. It is good play to post a rook on your adversary's second rank, as it prevents the advance of his king. But while you are thus careful of your own rooks, endeavor by all means to prevent your opponent from doubling his. This you may do, either by pushing on a pawn or posting a knight or bishop on the diagonal the second rook would occupy. It is generally better play to defend your rooks than to exchange, should your adversary offer to do so; without, indeed, you see an *evident advantage in the change.* It is a very powerful reason for bringing your pieces early into play that the rooks are comparatively useless at home, and cannot be advantageously worked except in a tolerably clear fiel

To checkmate with a rook is very easy, when opposed to a king alone. All you have to do is to advance your rook, so as to confine the king to as small a portion of the board as possible, and then to push forward your own king, till the two monarchs stand directly opposite each other. This may be accomplished from any part of the board in about nine moves. With two rooks against one, the readiest way to effect mate is to force an exchange, and then work on with the single rook. It is almost needless that I should illustrate this by examples; but, by way of exercise, I give the following position, which was discovered by the celebrated Stamma:

White.	Black.
K. on his Q.'s 8	K. on his Q.'s 3
R. on Q. R.'s 7	R. on K. R.'s 5
R. on Q. B.'s 5	

Here it will be seen that Black, with the move, can mate immediately; and even without the move, it would seem that he must at least draw the game, because White cannot at the same time prevent the mate and protect the rook next the adverse king. But let us see. By playing thus, White, with the move, wins the game:

White.	Black.
1 R. to K. R.'s 5	1 R. takes R.
2 R. to Q. R.'s 6 (ch.)	2 K. moves
3 R. to Q. R.'s 5 (ch.)	3 K. moves
4 R. takes R.—and wins.	

If Black declines to take the offered rook, White wins equally the same, because he is then enabled to give check at his next move.

ROOK AGAINST ROOK is a drawn game.

ROOK AGAINST KNIGHT usually wins.

It is generally admitted by first-rate players, nowadays, that *rook and bishop against a single rook* is a drawn game.

ROOK AND PAWN AGAINST ROOK ought to win.

ROOK AND PAWN AGAINST A BISHOP ought to win.

ROOK ought to draw the game against rook and knight.

THE BISHOP AND KNIGHT.

Those who have studied Morphy's style of play noticed that he generally confined his attack to one side of the board. This he accomplished by a judicious use of his bishops and knights. Beginners very frequently

change away these pieces in the early part of the game, which is injudicious. The bishop is generally considered as of rather more value than the knight; but toward the end of the game the knight is a very powerful piece. In the centre of the board the bishop attacks and defends thirteen squares, toward the side eight or nine, and in a side square only seven. The king's bishop is considered the most powerful at the beginning of the game, because it can check the king on his own square, or after he has castled. It is sometimes good play to give check with the bishop, if by so doing you oblige the king to move, and thus prevent him from castling. Two bishops can checkmate, but two knights cannot, without the assistance of a pawn.

A knight is generally considered to be worth three, and in some situations, four pawns. In the centre of the board he attacks eight squares, but as he moves toward the side his power sensibly decreases. He cannot be taken by any piece he attacks except the opposite knight, and his attack cannot be counteracted by interposing any other piece. He is a dangerous opponent, because he makes his attack without putting himself *en prise*, and can give check and fork another piece at the same move. A curious problem, often stated by writers on Chess, shows how the knight may pass on to every square on the board without stepping on one square twice. The simplest way of effecting this object, is that shown by M. Demouvre, which is as follows:

The knight starts from the top right-hand corner, and passes completely over the board in a series of jumps, by which the outer squares are first filled.

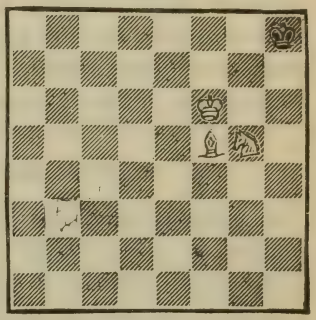
34	49	22	11	36	39	24	1
21	10	35	50	23	12	37	40
48	33	62	57	38	25	2	13
9	20	51	54	63	60	41	26
32	47	58	61	56	53	14	3
19	8	55	52	59	64	27	42
46	31	6	17	44	29	4	15
7	18	45	30	5	16	43	28

There are several other ways of effecting this object.

KING, KNIGHT, AND BISHOP AGAINST KING.

This is one of the most difficult and interesting endings of games. As it is impossible to checkmate with two knights, so the mate with knight and bishop is seldom accomplished by inferior players within the given fifty moves. The secret, as in the mate with two bishops, is not only to drive the adverse king into a corner, but it must be the corner commanded by your bishop. Suppose you start with the pieces on their several squares, your first efforts must be to drive the single king on to the last line, whence, by a series of ingenious moves, you force him into the fatal corner, from which there is no escape. But a more difficult position still occurs in the "Palamède," and is quoted by Mr. Staunton. Here the king is in the corner *not* commanded by your bishop. You have therefore to drive him into a white corner. That this position may be better understood see the diagram here presented.

BLACK.



WHITE.

What the player has to do in this case is to keep close to his adversary and drive him round. Thus:

White.	Black.
1 Kt. to K. B.'s 7 (ch.)	1 K. to Kt.'s sq.
2 B. to K.'s 4	2 K. to B.'s sq.
3 B. to K. R.'s 7	3 K. to his sq.
4 Kt. to K.'s 5	4 K. to K. B.'s sq.
5 Kt. to Q.'s 7	5 K. to his sq.
6 K. to his 6	6 K. to Q.'s sq.
7 K. to Q.'s 6	7 K. to his sq.
8 B. to K. Kt.'s 6 (ch.)	8 K. to Q.'s sq.
9 Kt. to Q. B.'s 5	9 K. to Q. B.'s sq.
10 K. B. to his 7	10 K. to Q.'s sq.
11 Kt. to Q. Kt.'s 7 (ch.)	11 K. to Q. B.'s sq.
12 K. to Q. B.'s 6	12 K. to Q. Kt.'s sq.
13 K. to Q. Kt.'s 6	13 K. to Q. B.'s sq.
14 B. to K.'s 6 (ch.)	14 K. to Q. Kt.'s sq.
15 Kt. to Q. B.'s 5	15 K. to Q. R.'s sq.
16 B. to Q.'s 7	16 K. to Q. Kt.'s sq.
17 Kt. to Q. R.'s 6 (ch.)	17 K. to Q. R.'s sq.
18 B. to Q. B.'s 6 (mate)	

If, at his fourth move, black king had moved to his queen's square, white would have answered with bishop to queen's third, and so have prolonged the mate by a move or two. But if the white play well, observing always the rule of the above moves, and allowing the black king never to get away into the middle of the board, mate is inevitable. But the greatest care must be observed, or the black king will escape, and you will have all your work to do over again, and so perhaps allow your opponent to gain the fifty moves that entitle him to claim a draw. Not to weary the student with too much teaching, let him practice *and conquer* the principle of the above moves.

CHECKMATE WITH THE BISHOPS.

In ordinary games between ordinary players the endings are usually confined to a few simple and well-understood methods. We have seen how a queen, opposed to inferior pieces, wins. In the majority of cases, a queen would win against two rooks from her power of checking and forking at the same move; though if the rooks, with the move, can support each other, they may certainly force an exchange and win. The queen may generally be said to win against two bishops; but numerous instances occur in actual play in which the bishops draw the game. Mr. Walker gives the following position as one in which black must submit to a draw:

White.	Black.
K. at K. Kt. 4	K. at Kt. 2.
Q. at Q. R. 4	B.'s at K. Kt. 3, and K. B. 3

With the queen or rooks on the board, mate is comparatively easy, but when you are left with two bishops opposed to a single king or a king and pawn, the mate within the stipulated fifty moves becomes a matter of difficulty. But, study the principle of this checkmate, and its practice is easy enough. The whole philosophy of the matter is this: the king *must* be forced into one of the corners, or certainly into a square adjoining, when mate follows as a matter of course. But beware of giving a number of useless checks; support your bishops with the king, and then you may give mate with two, or at most, three checks. So long as you continue to check with one or other of the bishops, so long may your adversary keep in the centre of the board. Place the pieces on their own squares, and gradually advance your king, while at the same time you draw a line of demarcation with your bishops, across which the opposite king cannot pass. In less than twenty moves you will be able to mate. It

should be remembered that the power of the bishops is just as great at a distance as when close to the adverse king.

Taking the following position, mate may be given in about eight moves.

White.	Black.
K. at K. Kt. 5	K. at his sq.
B. at K. B. 5	
B. at K. B. 4	

ENDINGS OF GAMES WITH PAWNS AGAINST PAWNS.

It will have been seen by the intelligent student that the successful ending of a game often depends on the proper management of the generally despised pawns. It cannot be too often impressed upon the attention of the tyro that the reckless sacrifice of a pawn in the beginning of a game is fatal, in particular situations; while, on the other hand, the judicious gambit leads to fortune. Numerous games by fine players illustrate this.

With a *rook's pawn you cannot win*, if your opponent is able to move his king into the corner to which the pawn is advancing. Not to incumber you with instructions, we will suppose the white king to advance in front of his rook's pawn, and the black king to make toward the corner square. If the black can, by any means, get into the corner, the white must defend his pawn or lose it—and the game is drawn. But even without attaining that position, the single king can draw the game by stalemate.

Take the pawn, however, on the next square:

White.	Black.
K. at K. B. 6th.	K. at K. Kt. sq.
P. at K. Kt. 6th.	

Now if white plays first he wins; if black begins, the game is drawn: *e. g.*

1 Pawn advances.	1 K. to K. R.'s 2d.
2 K. to B.'s 7th.	2 K. to K. R.'s 3d.
3 P. queens, and wins.	

Black begins:

Black.	White.
1 K. to B.'s square.	1 P. checks.
2 K. to Kt.'s sq.	

If the white king now moves to knight's sixth square, black draws by stalemate. If white moves elsewhere he loses the pawn, and draws the game. Therefore, in this position, it would seem that the single king cannot be beaten. It is always important to *gain the opposition;* that is, to play your king opposite to your opponent's king. Thus, suppose, instead of giving check on the seventh square, the white king had moved, then he might win if his opponent made one false move.

With the pawn on bishop's sixth, and the king in front or beside him, you must win against a single king, wherever the latter may be placed, because he cannot prevent your going to queen. And so, also, of the king or queen's file. The following may be taken as an unquestionable axiom in Chess: *When the player of a pawn* (other than the rook's pawn) *is able to move his king in front of his pawn on the sixth square, he must win, whether he have the move or not.* It is scarcely necessary to illustrate this. Let the student place the pieces, and exemplify the fact for himself.

But take one other position.

White.	Black.
K. at K. B.'s 4th.	K. at K. B.'s 3d.
P. at K.'s 3d.	

The winning of this game depends on the first move. If the white begins, the game is drawn, as the pawn cannot advance to the eighth square without either being taken or giving stalemate; but if the black begins, the white is able to keep the opposition, and queen his pawn. Thus:

Black.	White.
1 K. to his 3 sq.	1 K. to his 4 sq.
2 K. to B. 3.	2 K. to Q. 5.
3 K. to B. 4.	3 P. to K. 4 (ch.)
4 K. to B. 3.	4 K. to Q. 6.
5 K. to B. 2.	5 P. advances.
6 K. to his sq.	6 K. to his 6.
7 K. to Q. sq.	7 K. to K. B. 7.

And black cannot be prevented from queening his pawn and winning.

Two pawns against one ought to win; but many instances of drawn games occur in play, in consequence of the player with the superior force neglecting to keep the opposition. Let the young player study Hert Szen's famous proposition.

POSITION OF THE PIECES.

White.	Black.
K. on his Q.'s sq.	K. on his own sq.
Ps. on Q. B.'s, Q. Kt.'s. and Q. R.'s 2d sqs.	Ps. on K. B.'s, K. Kt.'s. and K. R.'s 2d sqs.

The player who moves first wins by force.

OPENINGS OF GAMES.

The various modes of attack and defense in the openings of games are known by their several names,—as the king's knight's opening, the king's bishop's opening, the king's gambit, the queen's gambit, and irregular openings. Each of these are again subdivided. For instance, in the king's gambit we have the Cunningham, the Salvio, the Cochrane, the Muzio, the Allgaier, king's bishop's, and king's knight's Gambits, besides the king's rook's pawn, and one or two less practiced openings.

THE KING'S GAMBIT.

The word gambit is derived from an Italian term used in wrestling, where one player gives his opponent a temporary advantage, in order the more successfully to trip him up. Thus the sacrifice of a pawn at the second or third move is termed the gambit. The king's gambit proper, or king's knight's gambit, is thus brought about. The first player moves pawn to king's fourth square ; his opponent answers by the like move, when the second move of the first player is pawn to king's bishop's fourth. The taking of the pawn constituted the gambit. If, instead of taking the pawn, the second player advances, the game is then known as the "gambit refused." The regular defense to the king's gambit is as follows :

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 K. Kt. to B. 3	3 P. to K. Kt. 4

This last move of the black is generally allowed to be the best he can adopt, or he may play P. to Q. 4, when white answers by taking the pawn ; or he may play—

	3 P. to K. B. 4
4 P. takes P.	4 P. to Q. 4
5 P. to Q. 4	5 Q. B. takes P.
6 Q. B. takes P.	6 K. Kt. to B. 3

And from this point the game is considered even. Or the player may castle at his fifth move in place of the above, which still leaves the game even. This opening leaves all the game before each player.

In order to exemplify this opening—in which the first player offers his pawn at the second move—this short game is presented.

ILLUSTRATIVE OF THE KING'S GAMBIT.

White.	Black.
1 P. to K.'s 4	1 P. to K.'s 4
2 P. to K. B.'s 4	2 P. takes P.
3 K.'s Kt. to B.'s 3	3 P. to K. Kt.'s 4
4 K.'s B. to Q.'s B. 4	4 B. to K. Kt.'s 2
5 Castles	5 P. to K. R.'s 3
6 P. to Q.'s 4	6 P. to Q.'s 3
7 P. to Q.'s B. 3	7 P. to Q. B.'s 3
8 Q. to her Kt.'s 3	8 Q. to K.'s 2
9 P. to K.'s Kt.'s 3	9 P. K. Kt.'s 5
10 Q.'s B. takes P.	10 P. takes Kt.
11 R. takes P.	11 Q.'s B. to K.'s 3
12 P. to Q.'s 5	12 Q.'s B. to K. Kt.'s 5
13 P. takes Q.'s B.'s P.	13 B. takes R.
14 P. takes Kt.'s P.	14 Q. takes K.'s P.
15 P. takes R. (becom. a Q.)	15 Q. takes Q.
16 B. takes K.'s B.'s P. (ch.)	16 K. to B.'s sq.
17 B. takes Kt.	17 R. takes B.
18 B. takes Q.'s P. (ch.)	18 K. to K.'s sq.
19 Q. to K.'s 6 (ch.)	19 K. to Q.'s sq.
20 Q. to K.'s 7 (ch.)	20 K. to Q.'s B.'s sq.
21 Q. to Q.'s B.'s 7 (mate)	

The following are the principal *débuts* adopted by Staunton, Morphy and the most celebrated players. These again are largely subdivided:

1. THE KING'S GAMBIT, and its varieties, in which the king's bishop's pawn is advanced two squares by the first player at his second move.

2. THE KING'S BISHOP'S OPENING, by which name we distinguish all those games in which the first player brings out his king's bishop at his second move.

3. THE KING'S KNIGHT'S OPENING, which gives the name to all games in which the first player advances his king's knight at the second move.

4. THE QUEEN'S GAMBIT, in which the queen's bishop's pawn is advanced two squares by the first player at his second move.

5. THE GAMBITS OF THE KING'S KNIGHT, in which the knight is sacrificed by the first player for the sake of obtaining a good position; and

6. IRREGULAR OPENINGS, in which division may be included all the openings not founded on one or the other of the above modes of play.

Having already said something about the king's gambit, we will proceed to a brief consideration of

THE KING'S BISHOP'S OPENING.

For the sake of uniformity, we will suppose the white always plays first, the attack and defense being the same whichever side begins. The game then commences thus:

White.	Black.
1 P. to K. 4	1 P. to K. 4

The advance of king's pawn two squares is the very best mode of opening the game for both players, because it allows queen and king's bishop to be brought into play. The second move of the white is—

2 K. B. to Q. B. 4	2 K. B. to Q. B. 4

which black answers by a like move, acknowledged to be the best defense. In this position of the game, the bishops attack the adverse king's bishop's pawn, his weakest point, and each player is able to castle as soon as he has moved his knight. As the next move, white sometimes plays queen's pawn one square: this is bad, because it confines the king's bishop. The best move is queen's bishop's pawn one square, thus:

3 P. to Q. B. 3	3 K. Kt. to B. 3

This last move of the black defends his king's bishop's pawn from white queen's attack; and the white's move of the queen's bishop's pawn affords another outlet for her queen. The black might have moved his queen to the king's 2d, his queen's pawn one, or queen's pawn two squares, with equal advantage. But white now plays—

4 P. to Q. 4	4 P. takes P.
5 P. takes P., and attacks the Bishop.	

White has now two pawns in the centre of the board. It would be dangerous for Black to take king's pawn, as White might advance his queen to king's bishop's 3d, and threaten mate. Black, therefore, either retires his bishop or gives check with it. Suppose he moves—

White.	Black.
	5 B. to Q. Kt. 3,

White replies by—

6 Q. Kt. to B. 3, and	6 Castles.

White now defends his king's pawn, and prevents Black from advancing his queen's pawn two squares. If, instead of castling, Black should take king's pawn, it is not well for White to change knights directly, as that would allow Black to advance queen's pawn two squares. The next best move for the White, supposing his game to have proceeded thus far, is:

7 K. Kt. to K 2	7 P. to Q. B. 3

White now is enabled to castle, and Black may be tempted to take king's pawn. From this point White has the best of the game. He moves—8 K. B. to Q. 3, to avoid changing K. P. for Q. P., and then, whatever Black does in reply, White has a very strong position. But we must consider for a moment how this advantage has been gained. Instead of retiring his bishop at the fifth move, Black should have given check, when White must have covered with his knight, or bishop, and Black would have gained by the exchange, or obliged his opponent to lose his queen's knight's pawn. It was probably weak play for Black to bring out his knight at his third move, instead of moving as suggested. Suppose Black had adopted the other mode of play. We go back to his fifth move:

White.	Black.
	5 K. B. to Q. Kt. 5 (ch.)

White interposes his knight or bishop, suppose—

6 Q. B. to Q. 2	6 B. takes B. (ch.)
7 Q. takes B.	

Black now castles, and the game is even.

KING'S KNIGHT'S OPENING.

The consideration of other defenses to the king's knight's attack are now shown. One of the worst modes of defending the king's pawn is king's bishop's pawn one square.

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 P. to K. B. 3
3 Kt. takes P.	3 P. takes Kt.

It is now evident that a knight is to be for a pawn; but the continuation is worse and White now plays—

4 Q. to K. R. 5 (ch.)

Black's only answer is to move his king, or to interpose his king's knight's pawn. If he does the first, White's queen takes the pawn, gives check, and wins; if he moves

4 K. Kt. P. one sq.,

then queen takes pawn, gives check, and takes the king's rook:

5 Q. takes P. (ch.)	5 K. B. or Kt.
6 Q. takes R.	interposes.

White has now a rook and pawn for a knight, and decidedly the best of the game.

Now, going back to Black's second move, suppose he defends his king's pawn by a counter-attack thus:

1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 Q. Kt. to B. 3

Here the game is even, and White moves out his bishop—

3 K. B. to Q. B. 4,

and then White has the advantage.

We thus see that the true answer to the king's knight's attack is queen's knight to queen's bishop's third. Another variation of Black's defense is as follows:

1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 Q. to K. B. 3
3 K. B. to Q. B. 4.	3 Q. to K. Kt. 3.

Now, if knight takes pawn, Black queen takes king's pawn, gives check, and wins the knight; if White defends Black's check with his queen, White takes queen's bishop's pawn, and wins the bishop, or changes queens and gets the best of the game. Or, if White queen retires to her square, Black can again give check.

If we examine another mode of defense for Black, the only objection is that it confines the king's bishop. The first two moves of the White are the same as before :

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 P. to Q. 3
3 P. to Q. 4	3 P. takes P.
4 Q. takes P.	4 Q. Kt. to B. 3

attacking White's queen. White attacks in return—

5 Q. B. to K. Kt. 5,

which Black replies to by—

	5 K. B. to K. 2
6 Q. to her square	6 Q. Kt. to K. 4
7 Kt. takes Kt.	7 B. takes B.
8 Q. to her 5	8 Q. P. takes Kt.
9 Q. takes K. P. (ch.)	9 Q. B. interposes.

10 K. B. gives check, which is answered by the advance of Black's pawn.

And from this point White also has the best of the game, and we discover that, after all, the true defense to the king's knight's attack is the advance of queen's knight to bishop's third square.

Here is a different mode of defense to be adopted by Black in answer to the advance of K. Kt. to B. 3. Hitherto, the only safe reply is Q. Kt. to B. 3; let us see what comes of the move, known as PETROFF'S ATTACK—

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 K. Kt. to B. 3
3 P. to Q. 4	

This last move of the White was first adopted by Petroff, a famous Russian player. It is safe enough ; but not, perhaps, quite so good as taking the pawn. Black defends his position by moving :

3 K. P. takes P. (best)

and White then advances king's pawn one square, and attacks the knight :

White.	Black.
4 P. to K. 5.	

Black then either advances with his knight to king's fifth, or moves his queen to king's second, so as to prevent White's pawn from taking the knight, which he cannot now do, as he would leave his king in check. Suppose, then, he moves :

4 Q. to K. 2

the game thus proceeds :

5 Q. to K 2	5 Kt. to Q. 4
6 Kt. takes P.	6 P. to Q. 3
7 P. takes P.	

and attacks the queen. Black's best play now is to change queens—

7 Q. takes Q. (ch.)

8 B. takes Q.	8 K. B. takes P.

and the game is even.

VARIATION I.

Moves as before.

4 Kt. to K. 5

5 Kt. takes P.

This is the best move for the white ; though he may safely move king's bishop to queen's third, and attack the knight.

5 P. to Q. 3

Black may move king's bishop to queen's bishop's fourth, and attack the white knight, or queen's pawn two squares with equal safety.

6 P. takes P.	6 K. B. takes P. ;

or black may take the pawn with his queen, and so prevent the white knight from moving, without endangering a change of queens.

7 K. B. to Q. B. 4	7 K. B. to Q. B. 4
8 Q. B. to K. 3	8 Castles
9 Castles	

and the game is again even.

VARIATION II.

3 Kt. takes P.

4 K. B. to Q. 3	4 P. to Q. 4.
5 Kt. takes P.	

and from this point the opening offers no advantage to white.

If black, in answer to white's second move, advance queen's pawn two squares, he has rather the worst of it, and will be obliged to sacrifice a knight. This, however, is no great disadvantage to a fine player in this opening, as was proved by Mr. Cochrane some years since.

Before dismissing this fine opening, it will be well to examine a few remaining methods of defense left to the second player. Each player having advanced his king's pawn two squares, the first moves his king's knight to bishop's third—

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	

We have seen the effect of black replying by moving pawn to king's bishop's third—in the loss of the game. The advance of either of his centre pawns we have also seen to be a loss, or at least no gain, to the black. The counter-attack by queen's knight to bishop's third we found to result in advantage; and the advance of queen to king's second we saw confined the king's bishop. Other ways of defending king's pawn have been examined and found to be defective. But now, instead of defending the pawn, suppose black determines to make an independent attack. The opening is as usual—

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	

and now black moves—

2 P. to Q. B. 3.

We can now play a few moves of an actual game in illustration of this move of the black—

3 Kt. takes K. P.	3 Q to K. R. 5
4 Q. to K. B. 3	4 K. Kt. to B. 3
5 P. to Q. 3	5 Q. to K. R. 4
6 Q. B. to K. B. 4	6 P. to Q. 3
7 K. Kt. to Q. B. 4	7 Q. takes Q.
8 P. takes Q.	8 P. to Q. 4

White has now a double pawn; and by his last move, black attacks king's knight, and obtains a very strong position. Black has broken up

white's centre pawns and has the best of the game. For, if white attacks king's knight in return, he still has no advantage, for black can move his knight, and still retain his position. In the end, white will have to move his king without castling, or else consent to lose his queen's rook's pawn, or double another pawn on the exchange of knight for bishop.

We can try another reply to white's second move.

If black replies by moving king's knight to bishop's third, it simply leads to a drawn game between even players. In moving queen's knight to bishop's third square, black has not only the advantage of a counter attack, but he also defends his centre. It will nearly always be found advantageous for the defending party to castle early in the game, or he will have to move his king : *par exemple*, in the regular GIUOCO PIANO of the Italians :

White.	Black.
1 P. to K. 4	1 P. to K 4
2 K. Kt. to B. 3	2 Q. Kt. to B. 3
3 K. B. to Q. B. 4	3 K. B. to Q. B. 4
4 P. to Q. B. 3	4 K. Kt. to B. 3
5 P. to Q. 4	5 P. takes P.
6 P. to K. 5	6 K. Kt. to K. (weak)
7 K. B. to Q. 5	

This is the best move for the white, as it forks the two knights. If black now takes pawn with pawn, white must exchange pawns, and then black can either give check with the bishop, or take king's bishop's pawn with his knight, and fork the queen and rook. Therefore, from this point, black has the best of the game. But if, instead of taking the pawn, black moves—

7 Kt. takes K. B. P.

The white king must take the knight or lose his rook. He takes the knight—

8 K. takes Kt.,

Then black takes pawn with pawn, and discovers check with his bishop. White king has now three squares to which to retreat. His safest place is, perhaps, king's knight's third square. Well, then, the deduction I draw from this examination is, that the best answer to the king's knight's attack is queen's knight to bishop's third ; in fact, the GIUOCO PIANO, to be followed, on white advancing queen's bishop's pawn one square, by

king's knight to bishop's third, or queen to king's second. In fine, the regular result of this opening is a safe and even game.

THE EVANS GAMBIT.

One of the most popular variations of the Giuoco piano is known by the above name, it having been played by Captain W. D. Evans, of the royal navy. It is as follows:

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 Q. Kt. to B. 3
3 K. B. to Q. B. 4	3 K. B. to Q. B. 4
4 P. to Q. Kt. 4.	

This last move of the White constitutes the gambit. The sacrifice of this pawn—the least valuable on the board—is believed to result in advantage to the player. Indeed, on the first introduction of this gambit, it was thought to be irresistible. What now has Black to do? If he retires his bishop, White has the advantage; for he can either support the gambit pawn or attack the knight. If Black takes the pawn, he allows his bishop to be drawn off the diagonal by which he attacks White's weakest point—his king's bishop's pawn—and opens two important diagonals for White's queen's bishop, besides enabling the first player to castle in safety. If, on the other hand, Black takes the pawn with his knight, you attack him with queen's bishop's pawn, and he must retire to his former place (as best), and you have a strong attack. But if, when knight takes pawn, you should take Black's king's pawn with your knight, you lose the game by your adversary moving his queen to king's bishop's third. The best move for Black is, notwithstanding present disadvantage:

4 B. takes P.

and the game then proceeds with evident advantage to the White:

5 P. to Q. B. 3 — 5 B. to Q. B. 4 (best)

White usually castles as his next move, but some writers recommend the advance of queen's pawn two squares, attacking the bishop; but it is questionable whether this is the strongest attack. I prefer to castle.

6 Castles.

If, now, the Black bishop moves to queen's third, White answers by queen's pawn two squares. But suppose the Black knight to move:

White.	Black.
	6 K. Kt. to B. 3

then White moves:

7 Kt. to K. Kt. 5

and Black:

7 Castles;

and White has the better game.

But if Black, at his fifth move, retires his bishop to rook's fourth, White castles, and immediately afterward advances queen's pawn two squares, and has a strong position.

A good defense for the Black is the following:

Moves from 1 to 5 as before.

White.	Black.
	5 B. to R. 4
6 Castles	6 K. Kt. to B. 3
7 P. to Q. 4	7 P. to Q. 3
8 Q. to Q. Kt. 3	8 Castles;

and White has still the best game.

VARIATION.

Moves from 1 to 5 as before.

	5 B. to Q. R. 4
6 Castles	6 P. to Q. 3
7 P. to Q. 4	7 P. takes P.
8 P. takes P.	8 B. to Q. Kt. 3 (best)

White's best play is:

9 Q. B. to Q. Kt. 2	9 K. Kt. to B. 3
10 P. to K. 5 (best)	10 P. takes P. (best)
11 Q. B. to R. 3	11 Q. B. to K. 3

which fully answers White's attack, and gives Black the best of the game.

The very best way of illustrating this interesting opening is to play an actual game, and show the youthful student the reasons of the moves. The first five moves being the same as before:

White.	Black.
6 Castles	6 P. to Q. 3*
7 P. to Q. 4	7 P. takes P.
8 P. takes P.	8 B. to Q. Kt. 3
9 Q. B. to Q. Kt. 2	9 Q. B. pins the Kt.†
10 K. B. pins Q. Kt.‡	10 P. to R. 3
11 B. to Q. R. 4§	11 P. to Q. 4
12 P. takes P.	12 Q. takes P.
13 Q. Kt. to B. 3	13 B. takes K. Kt.
14 Kt. takes Q.	14 B. takes Q.
15 Kt. takes K. B.	15 P. takes Kt.
16 Q. R. takes B.	16 K. B. P. one
17 Q. P. advances	17 Doubled P. one
18 P. takes Kt.	18 P. takes B.
19 P. takes P.	19 R. to Kt. sq.
20 K. R. chs.	20 K. to B. 2
21 Q. R. chs.	21 K. to Kt. 3.
22 Q. B. to R. 3	

and White wins easily.

It will be seen that Black's sixth move was weak, resulting in a rapid exchange of pieces, and eventual loss of the game.

QUEEN'S BISHOP'S PAWN'S OPENING.

This opening was pronounced unsound by the great Philidor, but more modern players have thought fit to call his judgment in question. It is, in fact, though not a very brilliant *début*, a perfectly safe opening for the first player, and may sometimes be adopted with advantage. The following are the moves. They are taken from a game played by Mr. Morphy in France:

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* Instead of K. Kt. to B. 3.

† Weak play. K. Kt. to B. 3, as in the former game, would have been better.

‡ Might have played Q. to Q. Kt. 3, which Black would have answered by Q. Kt. to R. 4, and eventually have secured a better game.

§ If White moves queen's pawn one square, K. to K. B. square.

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 P. to Q. B. 3*	2 K. Kt. to B. 3†
3 P. to Q. 4‡	3 Kt. takes P.
4 Q. P. takes P.	4 K. B. to Q. B. 4§
5 Q. to K. Kt. 4‖	5 Kt. takes K. B. P.¶
6 Q. takes K. Kt. P.**	6 K. R. to B. sq.
7 Q. B. to K. Kt. 5††	7 P. interposes ‡‡
8 P. takes P.§§	8 R. takes P.
9 B. takes R. and wins.	

If this game is played from Black's fifth move the latter will take K. B. P. and give check. It will be found that White has still the best game. Or if, for Black's fifth move, he advances his Q. P. two squares, he will discover that White has the game notwithstanding. It is not necessary that we should give the moves.

KING'S KNIGHT'S GAMBIT.

In a former page was explained the nature of the king's gambit, which, it will be recollected, turns on the sacrifice of the king's bishop's pawn at the first player's second move, in order to break up his opponent's central position. After sacrificing the gambit pawn, the first player moves king's knight to bishop's third square, and so on. The opening known as the king's knight's gambit, is a variation of the king's

---

* This move gives the name to the opening.

† The safest answer. If Black had moved K. B. P. two squares, White would have taken the pawn, and gained a slight advantage. At present Black's Kt. attacks White's K. P.

‡ If Black takes K. P. with Kt., you have a pawn in exchange, or advance your Q. P. and obtain a strong position.

§ A weak move. The better play would have been to have advanced Q. P. two squares.

‖ The best move; for though Black's K. B. is attacking, your queen is in a strong position.

¶ Attacking his rook and queen.

** Black cannot now take the rook without danger.

†† Attacking the Black queen. If Black interposes his bishop, White exchanges bishops, and afterward takes Kt. with his K.

‡‡ The best move under the circumstances.

§§ Good. If now Black takes the R, White checks with his P. and wins the Q.

gambit, in which the first player advances the king's rook's pawn before bringing out his king's bishop. The game opens thus:

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4*	2 P. takes P. 1*
3 K. Kt. to B. 3	3 P. to K. Kt. 4†
4 P. to K. R. 4	4 K. Kt. P. advances‡
5 K. Kt. to K. 5§	5 P. to K. R. 4‖
6 K. B. to Q. B. 4¶	6 K. R. to his 2**
7 P. to Q. 4	7 P. to Q. 3††
8 Kt. to Q. 3‡‡	8 K. B. P. advances
9 P. to K. Kt. 3.	

and White now has the best of the game. If White attacks queen with bishop, black checks with pawn, and weakens your position. From its very nature, however, this may be considered a lost game for the White.

KING'S ROOK'S PAWN'S GAMBIT.

This is an opening seldom adopted, but it is interesting as exhibiting another variety in our noble game. It commences thus:

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.

We now come to the variation from the king's gambit, from which

---

* As in the king's gambit.

† Supporting the doubled pawn.

‡ Better than taking his pawn, as it obliges White to move his Kt. If Black had moved his K. B. P., White would have taken K. Kt. P., sacrificed his Kt., and afterward given check with his queen on K. R. 5, and speedily won the game.

§ Kt. to his fifth constitutes the Allgaier gambit, which we shall consider hereafter.

‖ The best move for Black.

¶ Threatening K. B. P. with Kt. or B.; in either case disagreeable for Black.

** Or Black can play his Kt. to R. 3, and so defend his K. B. P.

†† Von Der Laza suggests the advance of P. to K. B. 6, as better play, as then Black probably obtains the Kt.

‡‡ Kt. obliged to retreat, or he might move to his 6th, in which case, if P took him, White would take K. Kt. with his B., and attack his R.

opening it derives its name. Instead of White playing king's knight to bishop's third, he moves:

White.	Black.
3 P. to K. R. 4;	

this move not only prevents Black from giving check with his queen, but it also disables him from supporting the gambit pawn. Black's best play then is:

3 K. B. to K. 2

attacking the advanced pawn. To support his position, White plays:

4 K. Kt. to B. 3.

It is clearly waste for Black now to take the pawn, so he plays:

4 P. to Q. 3

which White answers by

5 P. to Q. 4.

If Black now replies by moving his king's knight's pawn two squares, White takes pawn with pawn; and if he recaptures pawn with bishop, you answer by advancing king's knight's pawn one square, and you have a strong position. Black's best play, therefore, is to pin the knight:

5 Q. B. to K. Kt. 5.

White's best play is now to take the gambit pawn, for if he moves queen's knight to queen's 2, he obstructs the advance of his bishop, and allows his antagonist to move out his knight and castle:

6 Q. B. takes P.	6 B. takes R. P. (ch.)

Now, if you take bishop with rook (you cannot take it with knight, or you lose your queen), he takes knight with bishop, and attacks your queen. Your better play, therefore, is to push on your pawn, and attack the bishop:

7 P. to K. Kt. 3;

this obliges black to retire his bishop or lose it. He plays:

7 K. B. to Kt. 4.

8 B. takes B.

Black can now either take bishop or knight. If he takes the bishop, he forces a change of queens; he therefore takes the knight.

White.	Black.
	8 B. takes Kt.

This obliges queen to take bishop.

9 Q. takes B.	9 Q. takes B.

White's next move is to bring out his queen's knight to prevent black giving him check with his queen on his bishop's eighth.

10 Q. Kt. to B. 3.

From this point white has a good attacking position; for he can move out his king's bishop and threaten mate; but this black prevents by advancing his king's bishop's pawn:

10 P. to K. B. 3.

White may now rapidly bring the game to an issue:

11 Q. to K. R. 5 (ch.)	11 P. to K. Kt. 3.
12 Q. takes Q.	12 P. takes Q.
13 K. B. to Q. B. 4	13 Q. Kt. to B. 3
14 Castles on Q. side.	14 Castles.
15 Q. P. advances.	15 Kt. to Q. R. 4.
16 B. to K. 2.	

Now, whatever black does, white has the advantage of position, and *ought* to win. Let the student play out the game with a competent opponent from this point.

Before dismissing this opening, other defenses should be studied, which, though powerful, depends for its success on the mode of attack adopted by the first player. Either color may move first, but for the sake of uniformity, writers on Chess have assumed that white always has the first move. The first three moves for each player are the same as before:

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 P. to K. R. 4	3 K. B. to K. 2

Now white varies the attack. Instead of moving out his knight to defend the advanced pawn, he moves:

4 Q. to K. Kt. 4;

to which black replies by

White.	Black.
	4 K. Kt. to B. 3,

attacking the queen; or queen's pawn two squares, which we will examine presently. Presuming the knight to be brought out, white takes knight's pawn, which is weak, as we shall see presently, or retires his queen.

5 Q. takes K. Kt. P.	5 R. attacks Q.

The queen must now retire to her rook's 6th, or make a fearful sacrifice. She moves:

6 Q. to R. 6	6 K. B. to Q. 3
7 P. to K. R. 5	7 R. to K. Kt. 5
8 P. to K. 5	

attacking bishop and knight. The best play for black is now to take the pawn, by which he secures a fine position and ought to win the game. If white now attacks the rook with his king's bishop, black can advance the gambit pawn. If white takes the pawn, black threatens his opponent's queen by moving first to his queen's 3d, and afterward to his own square. We see, then, that this attack is bad for the white. We must try another game. Instead of taking king's knight's pawn with queen, white, as his fifth move, takes the gambit pawn:

White.	Black.
5 Q. takes doubled P.	5 Castles.
6 P. to Q. 3	6 P. to Q. 4
7 K. P. advances, attacking the knight.	7 Kt. to R. 4,

attacking the queen, who is obliged to retire. Her best move is, perhaps,

8 Q. to K. B. 2.	8 P. to K. B. 3.

White must take the offered pawn, and black has the better game.

We will now try the variation from white's fourth move. Instead of moving out his knight, black advances his queen's pawn two squares, which, at this point of the game, is considered the best move. Let the student replace the pieces, and play moves one to three as before.

4 Q. to K. Kt. 4	4 P. to Q. 4
5 Q. takes K. P.	5 P. takes P.
6 Q. takes P.	

Now black attacks with his knight.

White.	Black.
	6 K. Kt. to B. 3,

and queen is obliged to retreat. She moves:

7 Q. to K. B. 3 (best);

for, if queen gives check, black interposes his bishop, and obliges her to move again. And we know how useful is the adage, "avoid useless checks."

	7 Castles.
8 K. B. to Q. B. 4.	8 Q. B. to Kt. 5,

attacking the queen, which must be moved again. She therefore takes a pawn and attacks queen's rook.

9 Q. takes Q. Kt. P.	9 Q. to Q. 3.

White cannot now take the castle, for black threatens mate by moving to king's knight 6, and giving check. White, therefore, must come back into her own quarters:

10 Q. to Q. Kt. 3.

This prevents black's threatened move.

10 Q. Kt. to B. 3,

threatening to attack queen and bishop at his next move. From this point black has decidedly the best game. From all which we deduce the fact that the best moves in this opening, for the white, are those given in the previous page. Play a few rapid moves, and try this:

11 K. Kt. to B. 3	11 B. to K. 3
12 B. takes B.	12 Q. (or P.) takes B.
13 Q. takes Q.	13 P. takes Q.
14 Castles, etc., etc.	

THE ALLGAIER GAMBIT.

This fine opening turns on the sacrifice of a knight in exchange for two pawns. It was invented by the great German player, from whom it has derived its name. It is, as can be seen, a variation of the king's gambit. By it the first player acquires a strong attack; but if he is not *very* careful he soon *loses* any advantage he may have gained. Let us play a game by way of trial.

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.

So far the king's gambit. Now comes the variation—

3 K. Kt. to B. 3	3 P. to K. Kt. 4
4 P. to K. R. 4	4 P. advances

If pawn had taken pawn, knight would have retaken it, and White would have had the best of the game. If instead of advancing the knight pawn, Black had defended it with king's bishop's pawn, White would attack with his queen, and speedily induce a series of exchanges. White now plays—

5 K. Kt. to his 5th	5 P. to K. R. 4

This move of the white constitutes the Allgaier gambit, the knight having moved here purposely to be taken if attacked by either pawn. Black's is a better move than attacking the knight with either of the pawns, as it prevents the queen from taking the king's knight's pawn.

6 K. B. to Q. B. 4	6 K. Kt. to R. 3

defending the king's bishop's pawn,

7 P. to Q. 4	7 P. to K. B. 3

attacking the knight,

8 Q. B. takes P.	8 P. takes Kt.;

this loss of the knight constituting the gambit. Now White can either take pawn with pawn or with bishop, and attack the queen. The best play is—

9 P. takes P.,

which obliges Black to move his knight, or lose it. He plays—

9 K. to K. B. 2

If knight move to his own square, White moves queen's bishop to king's 5, attacking the rook.

10 P. advances,

and attacks the knight. What now must Black do to defend this rather bold attack? He plays, as his best move,

White.	Black.
	10 Kt. to his 4
11 Q. to Q. 2	

This is, perhaps, better than attacking rook with bishop; but the latter move defends the king's pawn.

	11 Kt. takes K. P.

and attacks the queen.

12 B. to his 7 (ch.)	12 K. to K. 2,

Black's only move.

13 Q. B. to K. Kt. 5 (ch.)	

Black must now interpose his knight, or take the bishop. He plays, at best—

	13 Kt. interposes
14 Q. to K. 3 (ch.)	14 K. to Q. 3,

his only move.

15 P. to Q. B. 4.	

This is admitted to be the best move for the white, as it restricts the black king. Allgaier plays queen to king 5, and gives check in place of last move, and afterward takes knight and attacks both queen and rook. Black's best move is to advance his queen's bishop's pawn.

	15 P. to Q. B. 4
16 Q. to K. 5 (ch.)	16 K. to Q. B. 3
17 K. B. to Q. 5 (ch.)	

Now, if Black takes bishop with knight, he loses his queen. He therefore plays—

	17 K. to Q. Kt. 3
18 P. to Q. R. 4	18 P. to Q. R. 4
19 B. takes Kt.	

Now whatever Black does, he must lose the game. Let my readers play it out from this point, and communicate the result. From the 15th move the principal writers on Chess say that Black ought to be beaten in five or six moves at most.

It must not be supposed that a sufficient knowledge of this opening can be acquired by mere reading. It must be practiced over and over again, till the student has thoroughly conquered the secret of its strength, and the best mode of defense to its attack.

THE MUZIO GAMBIT.

This opening is a variation of the well-known king's gambit, and turns upon the sacrifice of a knight by the first player, in order to obtain a good attacking position. This game takes its name from its inventor, Signor Muzio, who, says Sarratt, in his translation of the treatise of Salvio on the game of Chess (1634), "commonly won it of his adversary, Don Geronimo Cascio." This opening has been examined by all the great writers and players of our own and the gone-by times; and the conclusion generally arrived at is, that the first player exercises a wise discretion in making the sacrifice of the knight, and obtains at least an even game. Indeed, says Walker, "if we could castle as in Italy, with king at once to corner, the Muzio would be a forced won game for the first player," that is, presuming the first player could oblige his opponent to take the knight, which he cannot. That one little objection to the Muzio gambit can never be overcome; nevertheless, if the second player be induced to attack king's knight with pawn at the fourth move, he can at best only hope to obtain a drawn game. To test this, we will play a game in which the regular attack is met with the regular defense. Like most "regular" things, it is liable to be controverted.

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.

This is the regular king's gambit, which is followed by the usual move of the knight:

3 K. Kt. to B. 3	3 P. to K. Kt. 4.
4 K. B. to Q. B. 4	4 K. Kt. P. advances,

and attacks the white knight. Now, instead of going back to his square or moving to queen's 4th, white knight remains to be taken by the pawn. White therefore

5 Castles,

and offers the knight as a sacrifice, which black accepts, and so the Muzio gambit is rendered complete.

5 P. takes Kt.

6 Q. takes P.

As a further exemplification of this opening, we present our readers with the moves of a game between Mr. Staunton and Mr. Reeves, in which the former makes a variation in the attack. Instead of castling at his fifth move, the first player advances his queen's pawn two squares, and castles at his seventh move.

White, (Mr. S.)	Black, (Mr. R.)
1 P. to K. 4	1 P. to K 4
2 P. to K. B. 4	2 P. takes P.
3 K. Kt. to B. 3	3 P to K. Kt. 4
4 K. B. to Q. B. 4	4 K. Kt. P. advances *
5 P. to Q. 4 †	5 P. takes Kt.
6 Q. takes P.	6 K. B. to K. R. 3 ‡
7 Castles §	7 P. to Q. 4
8 B. takes Q. P.	8 P. to Q. B. 3
9 B. takes K. B. P. (ch.)	9 K. takes B.
10 Q. B. takes P.	10 K. B. takes B. ‖

* The advance of the pawn at this position of the game appears to be the best thing black can do; but in the opinion of many players, that advance renders it a lost game for the second player.

† Mr. Lewis, referring to this deviation from the usual way of playing the Muzio gambit, says: "The idea of this move occurred to me as far back as 1817; and I then mentioned it to Sarratt, and afterward examined it with Mr. Brand, who concurred with me in opinion that the best defense against it was playing queen's pawn two squares also." This move is not, however, the sole property of Mr. Lewis, for it is adverted to (as quoted by Mr. Staunton in the *Chess Player's Chronicle*) in an "Analysis of the Muzio Gambit," published at Madras about the same time. It has since been examined by Von Der Lasa, Jaenisch, G. Walker, and others, and the general conclusion arrived at is, that it is inferior to castling. In Mr. Walker's *Art of Chess-Play*, he shows that the second player has a good defense, if the first neglects to castle at his fifth move, but "white castling at move five, black must be content, at best, with a drawn game." It would seem, then, that the Muzio gambit is a good and safe game for the first player. Well, so it is, only it is open to this little objection—that its acceptance cannot be forced upon the second player.

‡ Better play than defending the pawn with the queen on king's bishop's third, from which square she may, and undoubtedly would, be driven by the advance of white's king's pawn.

§ White's attack is now very strong, for black *must* defend the isolated pawn or lose the game in a few moves.

‖ This would appear a needless sacrifice on the part of the black of a good working piece; but if he had not done this, he would have lost his queen or bishop at the next move, by white moving bishop, and discovering check.

White, (Mr. S.)	Black, (Mr. R.)
11 Q. takes B. (ch.)	11 Kt. interposes ¶
12 K. P. advances	12 Q. Kt. to Q. 5
13 Q. Kt. to B. 3	13 K. R. to K. sq.
14 Q. Kt. to K. 4 **	14 K. to Kt. sq.
15 P. takes Kt.	15 K. to R. sq.
16 K. B. P. advances	16 R. to K. B. sq.
17 Q. to K. R. 6	17 Q. to K. 1
18 Kt. to K. Kt. 5	18 Kt. to K. B. 3
19 P. to K. R. 3	19 Q. B. to Q. 2
20 R. takes Kt. ††	20 Q. to K. 6 (ch.)
21 K. to R. 2	And Black resigns.

THE SCOTCH GAMBIT.

This opening received its present name from the fact that it was greatly practiced in the correspondence match between the London and Edinburgh Clubs some years ago. It is also known as the Queen's Pawn Two Opening, and the Central Gambit. But by whatever name it is called, the player who adopts it obtains a fine raking attack; and it has this further advantage, that even should it fail, no particular damage is done to the first player. It will be seen that this opening is but a variation of the Giuoco Piano, and that it results in a perfectly even game. The moves are—

White.	Black.
1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 Q. Kt. to B. 3
3 P. to Q. 4	

This third move of the first player gives the name to the opening, and constitutes the gambit. It is the opinion of most writers that the second player *must* take the pawn or consent to a very bad position. If black refuses to take the pawn, white pushes it forward and attacks the knight, besides obtaining a capital place in the centre of the board. Even as the pieces stand before black makes his second move, white has a fair open field before him, with a range for both bishops. Of course black (the second player) may either take the pawn with knight or pawn. The best play is to take pawn with pawn—

¶ Not the best move.

** Threatening to give check next move. Black sees that, and moves his king.

†† Of course white could have taken the knight with either queen or rook.

White.	Black.
	3 P. takes P.
4 K. B. to Q. B. 4	

This is considered better play than taking pawn with knight, which would probably lead to a change of pieces, which is needless in all cases where no advantage is obtained. The next move of the black is usually to give check with the bishop—a sound, but rather risky move—

4 K. B. (ch.)

There are three answers to this move; you may interpose bishop, knight, or pawn. The best is—

5 P. to Q. B. 3 — 5 P. takes P.

As his sixth move, White may either take pawn with pawn or castle. Cochrane proposed the first method, but it is not quite safe; for if Black retreats with his bishop to queen's rook's 4th, White has no better move than to advance his king's pawn. To this Black replies by pushing his queen's pawn two squares—the move advocated by St. Amant—or by bringing out his king's knight to king's 2d square—the move proposed by Major Jaenisch, the celebrated German analyst. The safest move for the white is to

6 Castle.

The game is now fairly opened. Black may take pawn, but his better move is to advance his pawn and fork queen and knight. We will play a few moves thus—

	6 P. to K. B. 7
7 Q. takes P.	7 P. to Q. 3
8 P. to Q. R. 3	8 K. B. to Q. B. 4
9 P. to Q. Kt. 4	9 K. B. to Q. Kt. 3
10 Q. B. to Q. Kt. 2	10 K. Kt. to B. 3.

And from this point the game is even—the position of the white being quite equal to the pawn gained by the black.

ILLUSTRATIVE GAMES.

The following games will be found interesting and instructive.

I. KING'S GAMBIT.

A game played in the match between Mr. Morphy and Mr. Mongredien, President of the London Chess Club:

White (Mr. Mongredien).	Black (Mr. Morphy).
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 B. to B. 4	3 P. to Q. 4.
4 B. takes P.	4 Kt. to K. B. 3
5 P. to Q. 3	5 Kt. takes B.
6 P. takes Kt.	6 Q. takes P.
7 Q. to K. 2 (ch.)	7 B. to K. 3
8 B. takes P.	8 Kt. to Q. B. 3
9 Kt. to K. B. 3	9 Castles
10 Kt. to Q. B. 3	10 B. to Q. Kt. 5
11 Castles (K. R.)	11 Q. to K. R. 4
12 P. to Q. R. 3	12 B to B. 4 (ch.)
13 K. to R.	13 B. to K. Kt. 5
14 Q. to Q. 2	14 K. R. to K.
15 Q. R. to K.	15 B. takes Kt.
16 R. takes B.	16 R. takes R. (ch.)
17 Q. takes R.	17 Kt. to Q. 5
18 R. to K. B.	18 Kt. takes P.
19 Q. to B.	19 Kt. to Q. 5
20 P. to Q. Kt. 4	20 B. to Q. 3
21 B. takes B.	21 R. takes B.
22 Q. to K. 3	22 Kt. to B. 4
23 Q. to B. 3	23 Q. takes Q.
24 R. takes Q.	24 R. to Q. B. 3
25 Kt. to K. 2	25 Kt. to Q. 5, and wins

II. KING'S KNIGHT'S GAME.

White (Mr. Mongredien).	Black (Mr. Lowenthal).
1 P. to K 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 Kt. to K. B. 3	3 P. to K. Kt. 4
4 B. to Q. B. 4	4 B. to Kt. 2
5 P. to Q. 4	5 P. to Q. 3
6 Castles	6 Kt. to Q. 2
7 P. to K. 5	7 Kt. to Kt. 3
8 B. to Kt. 3	8 P. to Q. 4
9 Kt. to Q. B.	9 P. to K. R. 3
10 B. to Q. 2	10 Kt. to K. 2
11 Q. to K.	11 P. to Q. R. 4

White (Mr. Mongredien).	Black (Mr. Lowenthal).
12 Kt. to Q. R. 4	12 Kt. takes Kt.
13 B. takes Kt. (ch.)	13 P. to Q. B. 3
14 P. to Q. B. 3	14 B. to K. B. 4
15 R. to Q. B.	15 Kt. to Kt. 3
16 B. to B. 2	16 B. takes B.
17 R. takes B.	17 P. to Kt. 5
18 B. takes P.	18 P. takes Kt.
19 R. takes P.	19 Q. to K. 2
20 R. to K. 2	20 Castles K. R.
21 B. to Kt. 3	21 Q. R. to K.
22 Q. to Q. 2	22 P. to K. B. 4
23 B. to B. 4	23 Kt. takes B.
24 Q. takes Kt.	24 Q. to K. 3.
25 P. to K. R. 3	25 R. to K. 2
26 Q. R. to K. B. 2	26 K. to R. 2
27 Q. to Q. 2	27 P. to K. R. 4
28 Q. to Kt. 5	28 B. to R. 3
29 Q. takes R. P.	29 Q. to Kt. 3
30 R. takes P.	30 R. takes R.
31 R. takes R.	31 Q. takes Q.
32 R. takes Q.	32 K. to Kt. 3
33 P. to K. Kt. 4	33 R. to K. B. 2
34 P. to K. 6	34 R. to K. 2
35 R. to K. 5	35 K. to B. 5
36 P. to K. R. 4	36 B. to B. 8

After a few moves, Mr. M. resigned.

III. VARIATION OF THE SCOTCH GAMBIT.

White (Mr. Falkbeer).	Black (M. Zytogorski).
1 P. to K. 4	1 P. to K. 4
2 P. to Q. 4	2 P. takes P.
3 B. to Q. B. 4	3 Q. to K. R. 5
4 Q. to K. 2	4 B. to Q. Kt. 5 (ch.)
5 P. to Q. B. 3	5 P. takes P.
6 P. takes P.	6 B. to Q. B. 4
7 Kt. to K. B. 3	7 Q. to R. 4
8 P. to K. Kt. 4	8 Q. takes Kt. P.
9 B. takes P. (ch.)	9 K. to B.
10 R. to Kt.	10 P. to K. R. 4

White (Mr. Falkbeer).	Black (M. Zytogorski).
11 R. takes Q.	11 P. takes R.
12 B. takes Kt.	12 P. takes Kt.
13 Q. to Q. B. 4	13 P. to Q. 4
14 Q. takes B., and wins	

EVANS GAMBIT.

1 P. to K. 4	1 P. to K. 4
2 K. Kt. to B. 3	2 Q. Kt. to B. 3
3 K. B. to Q. B. 4	3 K. B. to Q. B. 4
4 P. to Q. Kt. 4	4 B. takes P.
5 P. to Q. B. 3	5 B. to B. 4
6 P. to Q. 4	6 P. takes P.
7 Castles	7 P. takes P.
8 Q. to Q. 5	8 Q. to K. 2
9 P. to K. 5	9 Kt. to Q. Kt. 5
10 Q. to K. 4	10 P. to K. R. 4
11 Kt. takes P.	11 P. to Q. B. 3
12 B. to K. 3	12 B. takes B.
13 P. takes B.	13 Kt. to K. R. 3
14 Q. R. to Q. sq.	14 Castles
15 Q. to K. Kt. 6	15 K. to R. sq.
16 Q. takes K. R. P.	16 P. to K. B. 3
22 Q. to K. R. 4	22 R. takes Q. R.
23 R. to B. 7 (ch.)	23 Kt. takes R.
24 Q. to R. 7 (ch.)	24 K. to B. sq.
25 B. takes Kt. and wins.	

ALLGAIER GAMBIT.

The following game is remarkable as having been played on the stage of the National Theatre at Pesth, with living players dressed to represent the pieces and pawns. The directors of the game were Herr Szen, the celebrated analyst, and Herket, the manager of the theatre.

White (Herr H.)	Black (Herr S.)
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 Kt. to K. B. 3	3 P. to K. Kt. 4
4 P. to K. R. 4	4 P. to Kt. 5
5 Kt. to K. 5	5 P. to K. R. 4

White (Herr. H.)	Black (Herr S.)
6 B. to Q. B. 4	6 R. to R. 2
7 P. to Q. 4	7 P. to K. B. 6
8 P. takes P.	8 P. to Q. 3
9 Kt. to Q. 3	9 B. to K. 2
10 B. to K. 3	10 B. takes P. (ch.)
11 K. to Q. 2	11 P. takes P.
12 Q. takes P.	12 B. to K. Kt. 5
13 Q. to B. 4	13 Kt. to Q. B. 3
14 Kt. to Q. B. 3	14 Kt. takes Q. P.
15 Q. R. to K. B.	15 B. to B. 3
16 Kt. to Q. 5	16 B. to K. 4
17 Kt. takes B.	17 P. takes Kt.
18 Q. takes K. P. (ch.)	18 Kt. to K. 3
19 K. to B.	19 Q. to Q. 3
20 Q. takes Q.	20 P. takes Q.
21 K. to Q. 2	21 P. to Kt. 3
22 B. to Q. 3	22 R. to Kt. 2
23 P. to Q. B. 4	23 Castles
24 P. to Kt. 4	24 K. to Kt. 2
25 P. to R. 4	25 R. to Q. 2
26 P. to Q. R. 5	26 P. takes P.
27 P. takes P.	27 K. to R.
28 K. to B. 3	28 Kt. to Kt. 4
29 P. to K. 5	29 P. takes P.
30 B. takes Kt.	30 R. takes B.
31 B. to K. 4	31 K. to Kt.
32 R. to Q. Kt. (ch.)	32 R. to Kt. 2
33 Kt. to Kt. 4	33 B. to B.
34 Kt. to R. 6 (ch.)	34 K. to R.
35 R. takes R.	35 B. takes R.
36 R. to K. Kt.	36 R. to Kt. 6 (ch.)
37 K. to Q. 2	37 R. to Q. 6 (ch.)
38 K. takes R.	38 B. takes B. (ch.)
39 K. takes B.	39 Kt. to B. 3 (ch.)
40 K. to B. 5	40 Kt. to Q. 2
41 Kt. to Q. B. 7, mate.	

MUZIO GAMBIT. (Irregular.)

The following game was played in 1847 between Mr. Alexandre and Mr. Brien :

White (Mr. A.)	Black (Mr. B.)
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 Kt. to K. B. 3	3 P. to K. Kt. 4
4 P. to K. R. 4	4 P. to Kt. 5
5 B. to B. 4	5 P. to Q. 4
6 B. takes P.	6 P. takes Kt.
7 Q. takes P.	7 P. to Q. B. 3
8 B. to Kt. 3	8 B. to R. 3
9 P. to Q. 3	9 Q. to B. 3
10 Kt. to B. 3	10 Kt. to K. 2
11 B. to Q. 2	11 Kt. to Kt. 3
12 P. to K. Kt. 3	12 Kt. to K. 4
13 Q. to B.	13 B. to Kt. 5
14 Q. to K. Kt. 2	14 Kt. to B. 6 (ch.)
15 K. to B.	15 Kt. takes B. (ch.)
16 Q. takes Kt.	16 P. takes P. (dis. ch.)
17 K. to K.	17 B. takes Q. (ch.)
18 K. takes B.	18 Q. to B. 5 (ch.)
19 K. to K. sq.	19 Q. to K. 6 (ch.)

and Black mates next move.

Our next game was played between Mr. Morphy and Mr. Medley, with the usual king's gambit opening.

White (Mr. Morphy).	Black (Mr. Medley)
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 Kt. to K. B. 3	3 P. to K. Kt. 4
4 P. to K. R. 4	4 P. to K. Kt. 5
5 Kt. to K. 5	5 Kt. to K. B. 3
6 B. to Q. B. 4	6 P. to Q. 4
7 P. takes P.	7 B. to Q. 3
8 P. to Q. 4	8 Kt. to K. R. 4
9 Kt. to Q. B. 3	9 B. to K. B. 4
10 Kt. to K. 2	10 Q. to K. B. 3
11 Q. Kt. takes P.	11 Kt. to Kt. 6
12 Kt. to K. R. 5	12 Kt. takes Kt.
13 B. to K. Kt. 5	13 B. checks
14 P. to Q. B. 3	14 Q. to Q. 3
15 Castles	15 K. Kt. to Kt. 2

White (MR. MORPHY).	Black (MR. MEDLEY).
16 R. takes B.	16 Kt. takes R.
17 Q. takes P.	17 Kt. to K. 2
18 R. to K.	18 P. to K. R. 4
19 Q. to B. 3	19 R. to R. 2
20 B. checks	20 P. to B. 3
21 P. takes P.	21 P. takes P.

and Mr. Morphy wins in a few more moves.

This last game is taken from one of those played by Mr. Morphy at the St. James' Chess Club, blindfold, against eight players. It is a good illustration of the power of the celebrated player.

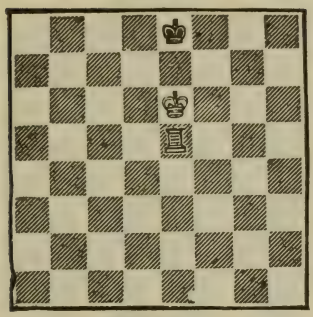
White (MR. MORPHY).	Black (MR. BIRD).
1 P. to K. 4	1 P. to K. 4
2 P. to K. B. 4	2 P. takes P.
3 Kt. to K. B. 3	3 B. to K. 2
4 B. to B. 4	4 B. to R. 5 (ch.)
5 P. to K. Kt. 3	5 P. takes P.
6 Castles	6 P. takes P. (ch.)
7 K. to R.	7 P. to Q. 4
8 B. takes P.	8 Kt. to K. B. 3
9 B. takes P. (ch.)	9 K. takes B.
10 Kt. takes B.	10 R. to K.
11 P. to Q. 3	11 B. to R. 6
12 Q. to R. 5 (ch.)	12 K. to Kt.
13 R. takes Kt.	13 P. takes R.
14 Kt. to Q. B. 3	14 R. to K. 4
15 Q. to B. 3	15 Q. to Q. 2
16 B. to B. 4	16 Kt. to B. 3
17 K. takes P.	17 B. to Kt. 5
18 R. to K. Kt.	18 P. to K. R. 4
19 B. takes R.	19 P. takes B.
20 Kt. to Q. 5	20 Kt. to Q. 5
21 Q. Kt. to K. B. 6 (ch.)	21 K. to Kt. 2
22 R. takes B. (ch.)	22 P. takes P.
23 Q. Kt. takes Q.	23 Kt. takes Q. (ch.)
24 Kt. takes Kt.	24 P. takes Kt.
25 K. to Kt. 3	25 R. to Q. sq.
26 Kt. takes P.	26 R. to K. B. sq.
27 Kt. takes P.	

and White eventually wins, having now a knight and five pawns against a rook and three pawns.

PROBLEMS.

PROBLEM I.

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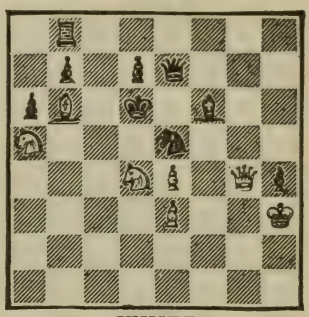


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White to play, and mate in 3 moves.

PROBLEM II.

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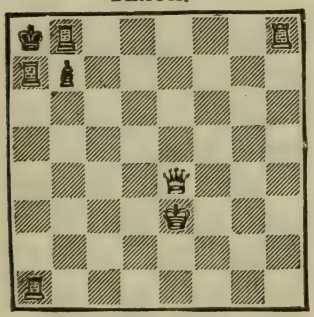


WHITE.

White to play, and mate in 3 moves

PROBLEM III.

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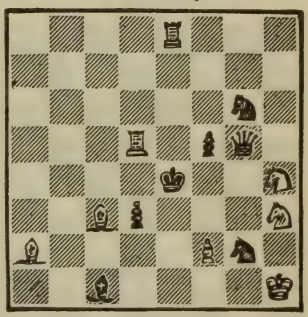


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White to play, and mate in 2 moves

PROBLEM IV.

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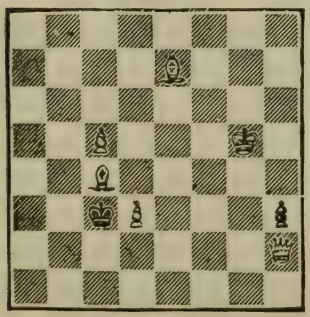


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White to play, and mate in 2 moves

PROBLEM V.

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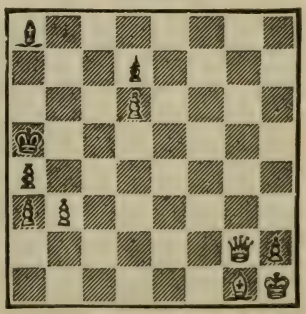


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White to play, and mate in three moves.

PROBLEM VI.

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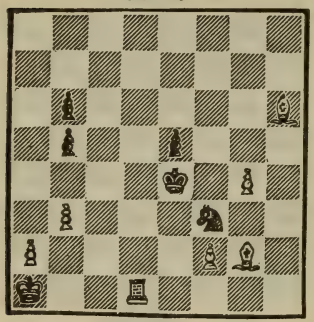
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White plays, and compels Black to mate him in four moves.

PROBLEM VII.

(The Indian Problem.)

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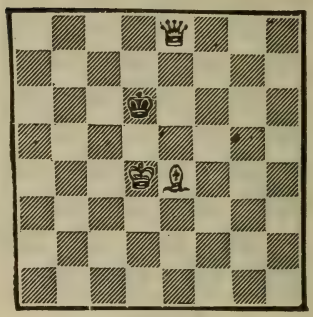


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White to play, and mate in 4 moves.

PROBLEM VIII.

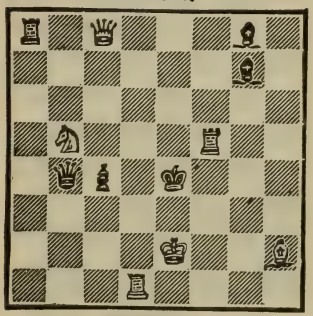
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PROBLEM IX.

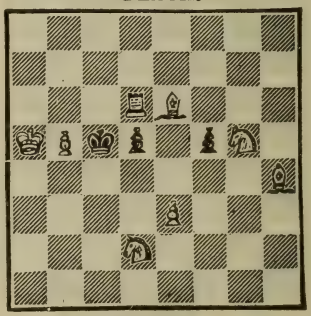
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PROBLEM X.

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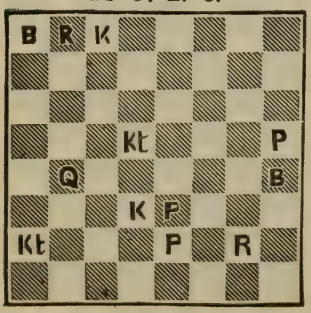


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White to play, and mate in 3 moves.

PROBLEM XI.

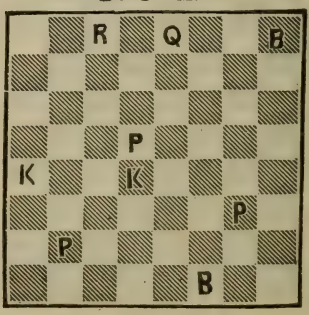
BY G. E. C.



White to move, and mate in 2 moves.

PROBLEM XII.

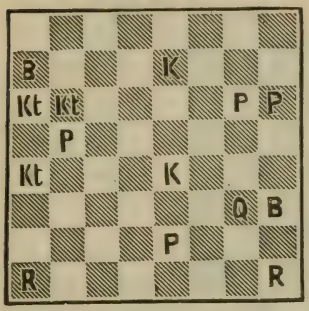
BY F H.



White to move, and mate in 3 moves.

PROBLEM XIII.

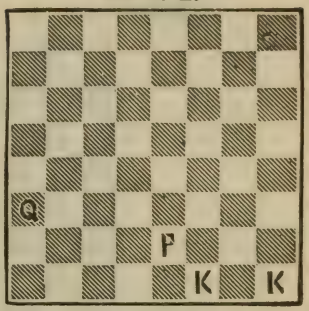
BY K. B.



White to move and mate in 4 moves.

PROBLEM XIV.

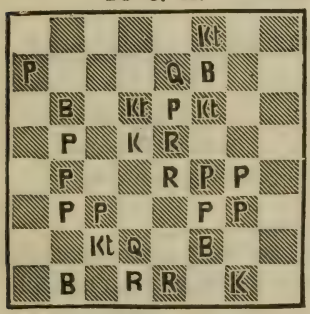
BY S. L.



White to move and mate in 5 moves.

PROBLEM XV.

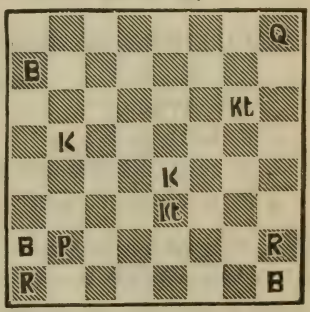
BY C. M.



White to move, and mate in 15 moves.

PROBLEM XVI.

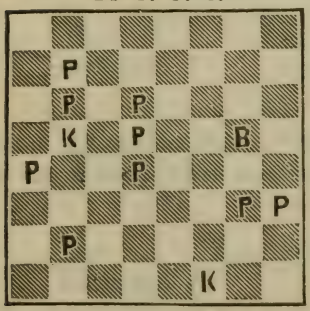
BY T. M.



White to move, and mate in 8 moves, with the rook on R. square, without moving it or capturing the black pawn.

PROBLEM XVII.

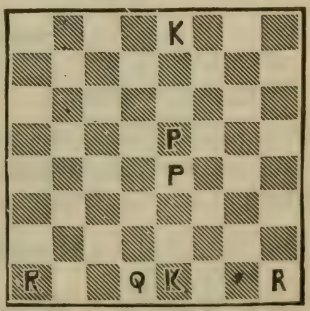
BY T. G. C.



White to move and make a draw.

PROBLEM XVIII.

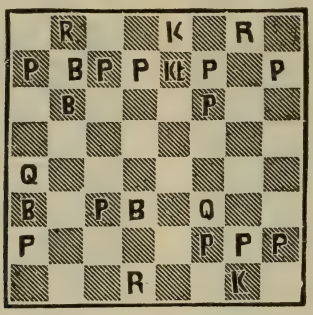
BY N. D. N.



Sui-mate. White to move and force Black to mate him (White)

PROBLEM XIX.

WHITE: A. A. BLACK: T. D.



Position after Black's twentieth move.
White mates in four moves.

SOLUTIONS TO THE FOREGOING PROBLEMS.

PROBLEM I.

White.	Black.
1 R. to Q. 5	1 K. to B. sq.
2 R. to K. Kt. 5	2 K. to his sq.
3 R. to K. Kt. 8, mate.	

The principle of this problem is that the king must go opposite his royal adversary, whether the rook move to the right or to the left. This position often occurs in actual play.

PROBLEM II.

1 Q. to her sq.	1 B. moves (best)
2 Q. to her 2d	2 Q. checks
3 Kt. to K. B. 5, double check and mate.	

PROBLEM III.

1 Q. to K. R. sq.	1 Any move
2 Q. or R. mates.	

It will be perceived that the whole secret of this problem lies in moving White queen to the corner square. Whatever Black does in answer, he must submit to mate on White's second move.

PROBLEM IV.

1 R. to Q. 6	1 Any move
2 R. B. Kt., or P. mates.	

As in other problems, all depends on the key move.

PROBLEM V.

1 B. to Q. 8	1 K. to Q. 5
2 Q. to K. 5 (ch.)	2 K. takes Q.
3 B. to B. 6, mate.	

OR,

1 B. to Q. 8	1 K. to Kt. 5
2 Q. to Q. Kt. 2 (ch.)	2 K. takes P.
3 Q. to Kt. 6, mate.	

PROBLEM VI.

1 P. to Kt. 4 (ch.)	1 K. to Kt. 4 (best)
2 Q. to her 5 (ch.)	2 K. to R. 3 (best)
3 Q. to Q. Kt. (ch.)	3 K. takes Q.
4 P. to K. Kt. 5	4 Black must move his K. and give mate.

PROBLEM VII. (THE INDIAN PROBLEM.)

1 B. to Q. B. sq.	1 P. moves
2 R. to Q. 2	2 P. moves (best)
3 K. moves	3 K. moves
4 R. to Q. 4, discovering check and mate.	

PROBLEM VIII.

1 B. to K. B. 5	1 K. moves
2 Q. to Q. Kt. 5	2 K. moves
3 Q. mates.	

PROBLEM IX.

1 R. to K. 4 (ch.)	1 B. takes R.
2 Q. to Q. Kt. 7 (ch.)	2 R. or B. covers
3 Kt. to Q. 6 (ch.)	3 Q. takes Kt.
4 Q. to Q. Kt. sq., mate.	

PROBLEM X.

1 Kt. from K. Kt. 5 to K. 4 (ch.)	1 Either P. takes Kt.
2 B. to K. 7th	2 P. moves
3 Kt. mates.	

ENDINGS OF GAMES OCCURRING IN ACTUAL PLAY.

The pieces being placed in the following positions, the learner may exercise his skill in effecting mate in the prescribed number of moves, or fewer, if he can.

POSITION I.

White.	Black.
K. at Kt.'s sq.	K. at his Kt.'s sq.
Q. at Q. Kt.'s 2d	Q. at her 7th
R. at K. B.'s sq.	R. at K. B.'s sq.
B. at Q. B.'s 3d	R. at Q. R.'s 7th
B. at K. Kt.'s 6th	Kt. at K.'s 2d
P. at K. R.'s 2d	P. at K. B.'s 2d.

White to play, and mate in two moves.

POSITION II.

K. at his R.'s sq.	K. at his sq.
Q. at her sq.	Q. at her Kt. 7th
Kt. at K. R.'s 6th	R. at K.'s B.'s sq.
B. at K. B. 5th	R. at Q. R.'s 7th
Pawns at K. R. 6th, K. Kt. 2d, and K. R. 2d	Kt. at K. R.'s 8th
	Pawns at Q. R. 4th, K. R. 2d, Kt. 2d

White to play, and mate in two moves.

POSITION III.

K. at his R.'s sq.	K. at his R.'s 4th
Q. at K. B.'s sq.	Q. at her sq.
B. at Q. 2d	Q. R. at his sq.
Pawns at K. 5th, K. R.'s 2d, K. Kt.'s 2d	R. at Q. 2d
	B. at Q. B. 4th
	Kt. at K.'s sq.
	Pawns at K. R.'s 3d, K. Kt. 2d.

White to play, and mate in three moves.

POSITION IV.

K. at Q. B. 8	K. at K. R. 3
Q. at K. 7	Q. at K. R. 5
R. at Q. B. 6	R. at K. B. 8
B. at K. B. 5	R. at Q. B. 6
B. at Q. 6	B. at K. R. 4
P. at K. 4	Kt. at K. Kt. 7
	Kt. at K. 4
	P. at K. B. 2.

White to play, and mate in four moves.

POSITION V.

White.	Black.
K. at his sq.	Kt. at his 4th sq.
R. at K. R.'s 7	
B. at Q. B.'s 8	
Kt. at Q.'s 5	
Kt. at K. B.'s 5	
P. at K.'s 2	

White to play and mate in three moves.

POSITION VI.

K. at K. B.'s 5	K. at K. R.'s 4
R. at K. Kt.'s 4	P. at K.'s 5
B. at K. B.'s 2	P. at K. 4
P. at K. Kt.'s 2	P. at K. Kt.'s 4.

White to play, and mate in four moves.

POSITION VII.

K. at his 3d sq.	K. at Kt.'s 8
Q. at Q. R.'s 3	P. at K. R.'s 7
Kt. at K. R.'s 5	P. at K. R.'s 5
P. at K. Kt.'s 4	

White to play, and mate in four moves.

SOLUTIONS.

No. 11.

1 Q. to Q. 6 — And how Black moves
2 mates.

No. 12.

1 Q. to K. B. 8	1 B. to K. 4 (best)
2 R. to K. 8	2 K. to K. 5, or B. takes P., or B. to Q. 3
3 Q. to B. 4, or Q. to Kt. 4, or Q. to B. 2, and ‡	

No. 13.

1 Kt. to B. 4	1 P. x Kt. (best)
2 B. to Q. 4	2 K. x B., or K. to Q. 4
3 K. to Q. 6, or Q. to Q. 6, and mates the next move.	

No. 14.

White.	Black.
1 Q. to B. 8	1 K. to K. 8
2 Q. to Q. 6	2 Any move
3 Q. to B. 4	3 K. to K. 8
4 Q. to Q. 4	4 K. to B. 8
5 Q. to Kt. sq. ‡	

No. 15.

1 Kt. x Kt. P. †	
2 R. x R. †	Black's moves are forced
3 Q. x P. †	
4 Kt. to Kt. 6 †	
5 Kt. to K. 7 †	
6 Kt. to B. 6 †	
7 Kt. x R. †	
8 Kt. to B. 6 †	
9 Kt. to K. 7 †	
10 Kt. to Kt. 6 †	
11 Kt. x P. †	
12 Kt. to Kt. 6 †	
13 Kt. to K. 7 †	
14 P. to B. 4 †	
15 Kt. ‡	

No. 16.

1 Q. to Q. R. 8 †	1 K. to Q. 6
2 B. to Kt. sq. †	2 K. to B. 6
3 Kt. to Q. sq. †	3 K. to Kt. 6
4 B. to R. 2 †	4 K. to R. 6
5 R. to R. 3 †	5 B. to B. 6
6 B. to Q. 3 †	6 B. x Q.
7 B. to B. sq.	7 B. to B. 6
8 B discovers the ‡	

No. 17.

1 B. to Q. 2	Any move
2 B. to R. 5	" "
3 P. to Kt. 4	" "
Stalemate.	

No. 18.

White.	Black.
1 R. to Q. R. 8	1 K. to K. 2
2 R. to K. R. 7	2 K. to K. 3
3 Q. to Q. 5	
4 Q. to B. 7	Black's moves are forced
5 R. to B. 8	
6 Q. to B. 5	
7 R. to B. 6	
8 Q. to B. 3	
9 R. to B. 4	
10 R. to Q. R. 7	
11 P. to K. 5	
12 P. to K. 6	
13 P. to K. 7	
14 P. to K. 8 (Becomes a bishop)	
15 B. to Kt. 6	
16 Q. to B. sq.	
17 R. to K. R. 7	
18 Q. to Kt. sq.	
19 Q. to Kt. 5	
20 R. to Q. 7	
21 R. to Q. sq.	
22 B. to Kt. sq.	
23 B. to Q. 3	
24 B. to B. sq.	K. to B. 6 (or A)
25 Q. to Kt. 6	K. to K. 6
26 Q. to Q. B. 6	P. moves
27 Q. to B. 4	P. mates

(A.)

	24 K. to K. 5
25 Q. to Q. 5	K. to K. 6
26 Q. to B. 6, etc.	

No. 19.

White (A. ANDERSSEN).	Black (T. DUFRESNE).
1 P. to K. 4	1 P. to K. 4
2 Kt. to K. B. 3	2 Kt. to Q. B. 3
3 B. to B. 4	3 B. to B. 4
4 P. to Q. Kt. 4	4 B. x Q. Kt. P.
5 P. to Q. B. 3	5 B. to R. 4

White (A. ANDERSSEN),	Black (T. DUFRESNE).
6 P. to Q.	6 P. x P.
7 Castles	7 P. to Q. 6
8 Q. to Kt. 3	8 Q. to B. 3
9 P. to K. 5	9 Q. to Kt. 3
10 R. to K. sq.	10 K. Kt. to K. 2
11 B. to R. 3	11 P. to Kt. 4
12 Q. x P.	12 R. to Q. Kt. sq.
13 Q. to R. 4	13 B. to Kt. 3
14 Q. Kt. to Q. 2	14 B. to Kt. 2
15 Kt. to K. 4	15 Q. to B. 4
16 B. x P.	16 Q. to R. 4
17 Kt. to B. 6†	17 P. x Kt.
18 P. x P.	18 R. to K. Kt. sq.
19 Q. R. to Q. sq.	19 Q. x Kt.
20 R. x Kt. †	20 Kt. x R.

The mate in four moves is now given.

21 Q. x P. †	21 K. x Q. (best)
22 B. to K. B. 5†	22 K. to K. sq.
23 B. to K. 7	23 Any
24 B. x Kt. ‡	

COON CAN.

THIS game is played with forty cards. The eights, nines, and tens are discarded. It is a game played by two persons only.

The object of the game is to make fours and threes, as in Poker, and sequences of the same suits. Sequences begin from the ace, in this order: ace, deuce, three, four, five, six, and seven, jack, queen, king. There may be a sequence of six, seven, and jack, or seven, jack, queen.

Cards are shuffled, and the person cutting the highest card has the deal.

Ten cards are given to each player—three cards first, then three more, then four cards.

There are twenty cards dealt, and twenty cards over. These twenty cards over are placed on the table, face down, to be drawn from, one card at a time. The non-dealer draws first. If the card drawn will make, in connection with the cards in his hand, threes or fours, or a se-

quence of the same suit, he can lay the sequences, threes, or fours on the table, and discard from his hand a card for the one drawn. If he cannot use the card drawn, he places it alongside of the pack, face upward. If the dealer can use this discarded card for threes, fours, or sequences, he does precisely the same thing as would have done the first player, otherwise he draws from the pack.

The game continues in this way until either player has placed upon the table the ten cards, and to these ten cards must be added one more card, making eleven cards, to win the game.

If neither of the players can do this, it is a stand-off. The party then dealing begins over again. The loser always deals.

The art in Coon Can, like in Cribbage, lies in the discard and in putting the cards, whether threes, fours, or sequences, at the proper time on the table. It often happens, that at the close of the game, one party, by discarding from his hand and placing that card on his adversary's pack, spoils his opponent's game.

KENO, OR LOTO.

Keno is the well-known game of Loto. The game is cosmopolitan almost. It is played in Italy, where it is known as Tombola. It is played in England as Loto, and in France as Loto Dauphin, while in America its familiar name is Keno. There is still another form, known as "Object or Spelling Loto." Each is interesting and each has thousands of devotees.

AMERICAN LOTO.

This variation is used in England, where it is regarded chiefly as a children's pastime, while in this country it is recognized as one of the best games of chance. In the South it is used as a gambling game and many gambling houses have rooms set aside for this game.

Keno can be played by any number of persons under twenty-four. The tools of the game are: Boxes containing one hundred counters; fourteen fishes, each reckoned as ten counters; twelve contracts, worth ten fishes or one hundred counters; a pack of twenty-four large cards with fifteen different numbers marked on each, and a bag or other receptacle holding ninety discs or balls numbered from 1 to 90. In addition, a board with ten holes cut in it to hold the numbered balls as they are drawn. A loto card is divided into twenty-six squares,

which are colored green and white. On the white squares there are fifteen numbers, five in each of the three rows.

The common way to play this game is:

Each player draws two cards and deposits a stake agreed upon. If too many are not playing, a player can take four or six cards, putting down a double or treble stake. Players can exchange cards with one another or they can exchange cards for those not drawn. The stakes are placed in a pool in the centre of the table.

The ninety numbered balls are counted to see if all are in. Then ten balls, one after another, are drawn, the number on each called, and the ball placed where all can see it. As each number is called the players look at their cards, and if the number appears on it, it is covered. This is kept up until the ten balls have been drawn. Then the cards are examined, and a player who has one number on a horizontal line covered wins one counter; if two numbers on a line are covered, the player gains an ambe and is entitled to five counters besides the two with which the numbers are covered. With three numbers on a line covered the player obtains a terne and is entitled to twenty-five extra counters. Four on the same line is called a quaterne and one hundred additional counters go to the player; while a quinterne, or five on a line, entitles the player to two hundred and fifty counters. After these winnings are paid the balls are replaced in the pool and the next player draws them out again.

Another method is for the players, before the game, to select a dealer, who shuffles the cards, draws the numbers, and deals. He cannot play in the game. Each player stakes a given sum for each card drawn, which is reserved for the winner. The winner is the first player to cover all the numbers on his cards. To make the game even more interesting the stake is divided into four parts. One-fourth goes to the player who first covers five numbers in the same row; a fourth to the player who first covers two horizontal rows; while the remaining half goes to the player who first covers all the numbers on his card.

In gambling, as soon as a player covers one horizontal row he yells, "Keno," and the dealer or banker gives him all in the pool except twenty per cent. which is kept by "the house."

LOTO DAUPHIN.

The game, as played in France, is based upon the same principles and is nothing more nor less than the diminutive of the ancient royal lottery. It is played with twenty-four cards, which are divided

into three rows of nine horizontal spaces, four in each row being colored and the remaining five being occupied by numbers. A player takes two, three, and even four cards. The drawing then begins until one of the players forms a quine, that is, covers five numbers in the same row. He wins the stakes. This makes the game very stupid as an amusement, but as the result is reached quicker it is the form most liked by those who gamble.

The Italians use a series of mottoes to designate their cards, while the French give each a name in harmony with the configuration of the figures—as 11, the two legs; 33, the two hunchbacks; 4, commissary hat; 69, the infallible, etc.

TOMBOLA, OR ITALIAN LOTO.

This game is a pure household game. It is played with a large sheet of cardboard on which are nine rows of ten numbers each, the numbers running from 1 to 90. There are rectangular cards upon which are stamped at random fifteen numbers, five being in each line. Each card bears a motto which distinguishes it from all other cards. Ninety numbered discs of brass are placed in a bag. The price of each card is agreed upon, and upon paying the price the player takes his card. The total sum paid in is divided into prizes which are paid to those first making the different combinations. These combinations are the ABSTRACT, the AMBE, the TERNO, QUADERNA, CINQUINA, and TOMBOLA.

Before one player are placed the cardboard and the bag of numbers. He draws at random the numbers from the bag and places them over the corresponding numbers on the card, announcing clearly and loudly each number as it is drawn. The player who first covers the third number on the second line of a card scores the ABSTRACT; he who covers two numbers on a line scores the AMBE; if three, the TERNO, and so on until a player marks all fifteen numbers on a card, when he calls "TOMBOLA."

ENGLISH LOTO.

It can be played by any number of persons, although twelve is about as high a number as can play agreeably. The cards required are fifty in number, about two and one-half to three inches square, and bearing one number only. Four bags are used for the numbered balls, the largest bag being named the loto bag. It should differ in color from the others and should contain fifty numbered balls. The smaller bags

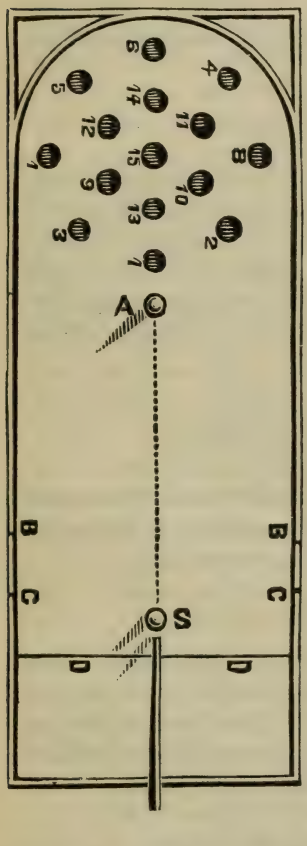
are marked I, II, and III and are named prize or premium bags. No. I contains ten balls marked 0, 2, 4, 6, 1, 2, 8, 3, 7, 10; No. II contains ten balls numbered 18, 10, 12, 3, 9, 8, 15, 5, 0, 0; and No. III has thirty balls marked 0, 0, 0, 0, 0, 10, 8, 4, 6, 2, 35, 20, 30, 40, 1, 15, 5, 9, 25, 10, 2, 12, 20, 30, 18, 15, 8, 11, 33, 14.

The cards are distributed to the players at a price fixed upon. A player holds the loto bag, from which he draws the numbers. Bag No. 1 is held by another player, who draws a number as soon as the number has been taken from the loto bag. The player having the card of the corresponding number places it in the centre of the table, and the banker pays him as many cents or nickels as the number drawn from bag No. 1 indicates. This is continued until all the numbers in the first bag have been drawn, when there is an intermission.

Each player then having a card doubles his stake, giving the banker twice the sum he first gave for his card. The drawing is then resumed from the loto bag and bag No. 2. When ten numbers from this bag are drawn, the game again stops and the players still having cards quadruple their stakes. Then the drawing is resumed from the loto bag and bag No. 3, the premium bag. The last number drawn, which exhausts all the cards, gives the holder of the card corresponding to the last number the entire sum that remains in the pool.

BAGATELLE.

BAGATELLE is played on a special table, which varies in length and breadth. Usually it is 12 feet long by 3 feet 6 inches in width. The upper part of the table is semicircular, and it is cushioned. There are holes in the bed of the table, which serve for pockets. The number of these pockets vary from nine to fifteen holes. The object-ball is at A, and any color ball may be used. The striker's ball is at S. The ball A is spotted. The number of the various pockets vary, but with a 15-game Bagatelle all are as represented in the diagram. The object is for the player to make, in a certain number of shots, the highest number of points with the object-ball A.



There are various ways of playing Bagatelle—one is to put in the holes both the object and the striker's ball.

A hundred being the score, in some games of Bagatelle, to pocket or hole the striker's ball is to deduct so many points from the player's count. To cushion before striking the object-ball is sometimes played. To miss the object-ball is counted variously—sometimes one, and sometimes five. The lines D D, B B, C C, and D D are chalk lines, and should after a shot the player's ball remain within these lines, one or two points, as agreed upon, are deducted from the score.

A player gives place to another when he has failed to hole a ball.

SOLO.

THE name Solo is applied to an infinite variety of games. In some cases a game called Solo is played where to score a certain number of points wins the game, but in the regulation Solo it is the number of

tricks. Germans play many kinds of games which are called Solo, and some of them have no resemblance to the true game.

The true game of Solo, where the tricks and not the points win, is as follows:

A Euchre pack of thirty-two cards is used, and four play. When five players engage in the game, eight more cards are used, the fives and sixes of each suit being added, making forty cards.

THE FOUR-HANDED GAME.

There are three Matadors in Solo. The best card is the queen of clubs, called Spadilla. The next best card is the seven of the trump suit, known as Manilla, which, of course, varies with the suit. The queen of spades is the third best trump, and is designated as Basta. The other cards follow in their usual order: ace, king, queen, jack, ten, nine, eight, seven, except in clubs and spades. As these queens do not belong to these suits, they have a potentiality of their own.

WHAT IS THE GAME OF SOLO.

Solo is a game of tricks.

The player of a call endeavors to make five or eight tricks, either alone or by the help of another player. The player who names the highest of the various games which are incorporated in Solo, has the call.

THE CALLS.

A particular color, say spades, clubs, hearts, or diamonds, having been selected, is designated as "couleur," and remains couleur or the best suit throughout the game. Usually clubs are chosen. Sometimes the first call which is declared and wins, remains, by mutual consent, the selected couleur during the game. A call in couleur is better or higher than a call not in coulenr.

THE SEQUENCE OF CALLS OR BIDS IN SOLO.

1. The Lowest is the Simple game in suit, worth 2 counters.
2. " " Simple game in couleur, worth 4 counters.
3. " " Forcée Partout in suit, worth 4 counters.
4. " " Forcée Partout in couleur, worth 8 counters.
5. " " Solo in suit, worth 4 counters.
6. " " Solo in couleur, worth 8 counters.
7. " " Tout in suit, worth 16 counters.
8. The Highest call is Tout in couleur, worth 32 counters.

WHAT THESE CALLS MEAN.

THE SIMPLE GAME.—The object of the player is to make five tricks. Looking at his hand, the player thinks that it is only fairly strong. There is the certainty of making three or four tricks, but not five. He would be beaten did he declare Solo, or the call meaning that he will play it alone. He may then call for an ace, designating the particular ace he wants. Calling for an ace does not mean that the other player holding an ace, can take that card from his hand and give it to the caller. Nothing is said after the call for the ace. The player having the ace becomes tacitly the caller's partner, but his individuality is not known until the ace is played, or falls in the course of the play. The player, however, holding the ace, when called on, must at once do his best in his play to aid the caller. Should the caller win, his assistant participates in the winnings; should the game be lost, he pays. The tricks the holder of the ace may have made prior to his playing the ace, belong to both the caller and the "friend." The caller in the simple game designates the trump. A player may hold the ace himself, and call for it; it is then understood that he plays Solo.

A player holding the four aces, and doubtful as to making five tricks, can call for a king, and then it is a simple game.

FORCÉE PARTOUT.—A player holding Spadilla (queen of clubs) and Basta (queen of spades), must state it, unless he or somebody else has made a higher call. It can be played as a Solo, or he may ask for an ace. In this case, the person having the ace has the privilege of naming the trump, but it must not be of the same suit as the ace.

SOLO.—Here the player has sufficient strength to play his hand without asking for assistance. He makes the trump, and has three antagonists.

A TOUT is called when the player thinks that with his cards alone, or by calling an ace, he can make all the eight tricks. Of course if he plays it alone, he receives all the penalties. If a player, from holding an ace, becomes his "friend," the gains are divided. If the game is lost, both pay the penalties.

When a simple or solo is played, and the five tricks are made, that round might be supposed to be closed. It may happen, however, that by the fall of the cards the player may entertain the belief that he can make all the tricks. If, then, he keeps on playing, it is understood that he is playing a-tout. Should he then fail to take every one of the other three tricks, he loses. The first five tricks are not counted to his credit. He has to pay if he loses, just as if he had declared a-tout at the outset. If

he wins, he is paid twice as much if it be in suit, or four times as much if it is in couleur.

There is an obligatory call in Solo. When all have passed, the player holding Spadilla, the queen of spades, the best trump, is obliged to play. He can call for an ace, as before described. There is this difference in this Forcée simple from the simple game, for in this special case the holder of the ace must name a trump, but not the suit of which is the ace he holds.

In the Forcée Partout, the player holding the highest card, the queen of clubs, Spadilla, and queen of spades, Basta, announces the holding of them. He can play it as a solo, asking for an ace. The player, having the ace, makes, as in Forcée Simple, the trump, but not in the suit of the ace called for. The Forcée partout is not obligatory, as is Forcée Simple.

SOLO.—The player without asking for aid, names the trump, and purposes making unaided five tricks. He plays solo alone, against the three other players.

A-TOUT.—The player purposes making all the tricks, either alone or with another player who has the ace he asks for.

DEALING.

The highest card sometimes decides who shall deal. Generally, the person to whom the first club is given deals.

Cards are shuffled and cut as in other games, and eight cards are given to each player, in this way: first, three to each player, then two, and lastly, three more, making eight in all.

A misdeal does not change the dealer. If a card is exposed in any way, the dealer begins again.

PENALTIES.

There are many different ways of enforcing the penalties. In some cases it is the same as in Boston. The dealer puts into a pot a certain stake agreed upon, and as the deal passes, each one dealing does the same thing. If a call is made and lost, the loser puts into the pool just as many counters as there were, until the pool or stamm amounts to 16. Arrived at 16 counters, this is the extreme penalty. Thirty-two counters would be in the pot if a caller did not succeed, and then 64 if another failure was made. The loser is mulcted 16, and has to put up 16, after the pot is won. In this way there may be a succession of stamms of 16. This rule is a good one to keep to, as a half-dozen failures when doubled, would have made an exaggerated pool. In addition to the pot, each failure is paid as designated to the three other—or two other players—if the partnership game is played, 2 for a simple game in suit, 4 for cou-

leur, 4 for Forcée partout in suit, 8 for couleur, 4 for solo in suit, 8 for couleur, 16 for tout in suit, and 32 for couleur. As in Skat, the matadors count, which are Spadilla, Manilla, and Basta. Should these be held by the player, or by the player and his partner, the three increase the penalties one counter. The holding of the matadors gives value to the sequences in the hands. These cards count as ace, king, queen, jack, ten, nine, eight, and for every one held, having the higher matadors all in the hand, one more chip is paid out or received.

The béte, or penalty for non-performance, is played in many ways. The most approved rule is for a person making a declare, and not taking three tricks in a solo, to pay a béte of one into the pool, or if he calls a-tout, nor taking the five tricks, two counters. In some cases bétes are not required at all, the pool consisting only of the counters put up of the dealers, and the doubling of this pool or stamm up to 16.

BIDDING.

The eldest hand has the first call. He can pass or make a call. The highest bidder has the call. In this respect it is like Skat. A player having made a call, must try to make it. He cannot diminish his call.

SOLO THREE-HANDED.

Here twenty-four cards are used, ace to seven of clubs and spades, and ace to eight of hearts, with the seven of diamonds. There are the same Matadors, as Spadilla, Basta, and Manilla. Nothing but Solo can be played. As the cards do not always furnish a Solo, obligatory play is frequent, and in this case the player taking the last trick loses a solo.

NAPOLEON, OR NAP.

This game is believed to be an American game. It is now nearly half a century old. It was called Napoleon at first, but is known now generally as Nap. Its name came from the fact that the principal player has every man in the game against him. An ordinary pack of fifty-two cards is used in the game. Four, five, or six are the best numbers to play, although any number can take a hand. When six play, the dealer does not deal himself cards, but receives and pays just as the other players do. This is sometimes done with five in the game.

One reason for the popularity of the game is that it takes but a short time to play the hands. No great skill is required to play the game, although the careful player will win the oftenest.

The deal is decided by throwing cards around face up. That player who gets the first knave deals. The deal is a disadvantage, so there is no penalty unless a "kitty" or pool is used, when the offending dealer pays a penalty to the pool equal to the stake of one trick.

In case of a misdeal or the exposure of a card the whole pack must be collected, shuffled, and dealt by the same player. Any player touching the pack after it leaves the dealer's hand must put into the pool a stake equal to that of one trick.

Upon the completion of the deal the players look at their hands and declare whether they stand or pass. If a player decides to stand he announces the number of tricks he stands for. He simply passes without explanation. The player to the left of the dealer must stand for one trick if all the others pass, unless there is a "double header" agreed upon. After all have declared the player declaring the highest number of tricks becomes the senior hand. He then plays against all the others. He can make the trump, which he must lead. The player to his left plays next and, if possible, must follow suit. If no player "heads the nut" the trick is scored by the senior hand, who leads again. If the trick is taken the winner can lead any suit he likes, and the others must follow suit, if possible. If the senior hand wins the tricks

he has declared to win, the cards are gathered together for a new deal. If he loses so many that it is impossible to win, the new deal takes place.

The player scoring five tricks makes "Nap" and receives double the stakes played for from each player, which are decided on before the game begins. If the senior hand makes the number of tricks declared, say three, the other players pay him three times the amount of the stakes. If he fails he would have to pay three times the stakes to each player. If he declared for "Nap," he receives payment as if each player had lost ten tricks.

Each player has a right to deal, and no game should be given up until each player has dealt. If a player exposes a card before his turn to play or declares before his turn, he cannot stand on that hand. If a player—except the stand hand—expose a card before his turn to play, play out of turn, or detach a card from his hand which he does not play on the current trick, he must pay the value of three tricks in addition to his stakes. If the stand hand loses he also gets nothing. If any player, except the stand hand, revoke, he must pay the stakes of all the players if the stand hand wins. If the stand hand loses he pays all players except the one who revoked. If the stand hand revokes he loses what he stood for. If the stand hand wins he must show his unplayed cards, and if he loses he has the right to see the unplayed cards of the others. A new player takes his place to the left of the last dealer and is the next dealer.

VARIATIONS OF THE GAME.

The game is played with several variations, which must be decided on and generally agreed upon before the play is started, otherwise the laws of the simple game rule. At times four tricks only receive single and Nap only double. It is better to play with the payment for four tricks won, as this induces the players to declare for four. When a pool, or "kitty," is decided upon, each dealer makes a payment according to the value of the stake of the game. The kitty becomes the property of the player making Nap, and he takes the kitty in addition to the double stakes he receives from each player. If it is decided to finish a game before a Nap has been made, the kitty is divided equally between the players or it can be cut for, the lowest cut winning.

MISERE, OR MISERY.

This variation is the most commonly played. It is the antipode of Nap, for the caller may not take a single trick. He leads in the usual

way, the first card being a trump, unless, as frequently it is agreed, there be no trumps. The caller of Misere must follow suit always when possible. He is not forced to trump if he has no card of the suit led. He must play his cards so as to avoid taking tricks. If he should take a single trick, or if his first trick is not headed, he loses and is forced to pay. If he avoids taking a trick, the other players must pay him. The stake generally is three for winner or loser; but if a player declares he can make three tricks, he takes precedence and plays accordingly.

If the game is played with Jam, the dealer puts into the pool an agreed stake and each dealer in turn does the same. A declaration of four tricks with Jam takes precedence of four without it. If the stand hand declares "four with Jam" and wins four tricks, he will take the Jam from the pool, adding it to the stakes he receives from the other players. If any Jam remains in the pool when the play is ended, it is divided equally among the players.

After the cards have been distributed, but before any declarations, the dealer asks each player in turn if he wants to buy cards. If a player wishes to buy, he throws to one side, face downward, the cards he wishes to be rid of and puts in the pool the value of one trick for each card he gets from the dealer. The cards must be taken from the top of the pack and must not be exposed.

SIR GARNET OR SPARE HAND.

In this variation an extra hand of five cards is dealt and left upon the table. Each player in turn has the right to select from this hand the cards he wishes, discarding those he does not want. He must then stand for or declare Nap. If there is a pool he must put into it the value of two tricks, if he fails to score, in addition to paying to the other players the stake for losing five tricks.

If each player passes, the stakes for the ensuing deal are doubled and remain thus until the person who has declared wins. It is the custom, when this variation is decided upon, to agree that the lowest call be three, as this makes the double-header occur at intervals.

WELLINGTON.

If a player in this game calls Napoleon, and the player on the left thinks that he can make five tricks, he may call Wellington, when the stakes are doubled and the caller wins twenty or loses ten. It is sometimes played that the winner gets no more than if he made Nap, but pays double or ten.

BLUCHER.

This is called as in Wellington, except in this case it is over (after) Wellington and trebles the others, the caller winning thirty or losing twenty. This is also modified at times so that the caller pays fifteen to each player on losing and gets ten from each for winning.

The declarations of both Wellington and Blucher cannot be made by the first caller, even though he may have five cards and be certain of taking all five tricks. This is remedied in one variation by giving the first caller the right, should he be challenged a Wellington, to answer "Blucher" or to even answer "Wellington accepted." If he does not care to accept the challenge, the challenger plays a Wellington or a Blucher, as the case may be. These details should always be settled at the opening of the game.

SIX OR DRAW-CARD NAP.

In this game six or seven cards are dealt to each player, who, before making his call, must throw away, face downward, one or more of his cards, retaining five in his hand. Then the game is played in the usual way.

NINE-CARD NAP.

This is the latest innovation. It is played exactly as five-card Napoleon is played, except that nine cards are held by each player. Its scope is much more limited than the other varieties, as, even with three players, more than half the pack is in use. In this game a player calling Nap must make all nine tricks, which is a difficult and consequently a rare occurrence. Two players well matched will find it a pleasing game, as the possibilities are very different from those of the ordinary game.

GRABOUGE.

Two, four, six, or eight persons can play Grabouge. Three packs of fifty-two cards are required if two, four, or six play, while if eight engage in the game four packs are required.

The cards rank as in Whist. With four playing they play partners; with six, two sides are formed with three partners each; and with eight, four partners to a side. Partners take alternate seats around the table. The player who cuts the lowest card deals. Twenty cards for each side are dealt out, face downward except the twentieth card of each side, which is turned face upward. With six or eight players additional cards are sometimes dealt.

Books of five cards are dealt to each player. The remaining cards are made up into books of five, which are distributed to each player as his cards are exhausted.

The first player, that one to the left of the dealer, begins by playing an ace, if he has one, in the centre of the table. He may build upon the ace the suitable cards in his hand, say the two, three, four, etc. He may exhaust his hand and take a fresh one, or play until the card turned up on his 20-pile can be played off that pile. Aces must always be placed in the centre of the table, the piles built upon them being known as the centre pile. After a player has played the last card in his hand, he calls for another book or lays a card, face upward, known as a table card, in front of him, which indicates that he has finished playing in the centre.

The object of the game is to play off the cards in the 20-pile as rapidly as possible.

It is not obligatory to play an ace at once. Unless cards are held in sequence to the ace, it is better not to play it, especially if the card at the top of the pile of the player's adversary is a low one. In such a case it is better to play your cards upon the table, retaining your aces until the last, when by playing them you get a fresh hand which may contain cards you need.

In building up the centre piles a player is permitted to use cards from his hand or from the top of his partner's table piles, the top card of the 20-pile, but he is not compelled to play upon the centre piles unless he chooses to. When it comes his turn to play he may play a card upon either of his table piles. This can be done irrespective of the

fact that the cards may not be in sequence with the top cards of the centre piles.

One should always refrain from playing upon the centre piles when it will help one's adversary. As your adversary cannot use the cards on your tables, this is obviously the best play. These cards may be used by your partner in blocking your adversaries, by playing them in such a way as to prevent the putting of their table cards on to the centre piles.

There can be but four table cards in front of each player. The aces are built upon regardless of suits. When the king is placed on a pile it is removed from the centre.

No remarks of any kind are permitted by the partners of a player who is about to play. If this is disobeyed, each of your adversaries has a right to place a card in the centre of the pile of the offending side. A player attempting to look at the cards beneath the top card is penalized in the same manner.

FRENCH WHIST.

A variety of Catch-the-Ten is known as French Whist. It is played like Whist, with these exceptions:

The game is forty instead of ten points.

Those who win the honors count them.

The ten of diamonds counts ten for those who win it. It is not a trump unless diamonds are trumps.

The tricks count as in Whist.

THIRTEEEN AND THE ODD.

Two persons with a full pack of fifty-two cards play this game. The cards rank as in Whist. In cutting for the deal, low deals. Thirteen cards are dealt to each player, one at a time. The dealer turns up the top card, after the deal, for trump. If he makes a misdeal he loses his deal.

The elder hand leads. The tricks are regulated as in Whist, and the player first capturing seven tricks wins the game. In case of a revoke, the player making the error loses the game if the trick has been turned, otherwise he is permitted to correct his error.

REVERSI.

Reversi is an entirely different game from Reversis, described on page 336. Reversis is played with cards, while Reversi is played with a chessboard and sixty-four counters which are painted black on one side and white on the other, or red and white respectively. Each player takes thirty-two counters of a like color. The board, for sake of illustration, is numbered starting at 1 on the upper left-hand corner and running to 64 in the lower right-hand corner—the first row across the top 1 to 8, the second 9 to 16, etc. The four centre squares, containing the numbers 28, 29, 36, and 37, are marked off with heavy black lines making a black square in the centre of the board.

The game is started by placing a counter in one of the four central squares. The first play is decided by throwing dice or tossing a coin. After the four central squares are filled the players can no longer play on unoccupied squares as they please. Instead the players have to be guided by the positions of the counters already on the board. Each player must put his counter on a square next to a man belonging to his adversary, and with the proviso that he has another counter at the opposite side and adjoining it in a straight or an oblique line.

Upon making this play he reverses all his opponent's men. The object of the players is to have as many counters as possible of their own color at the end of the game. A player is compelled to reverse all the rows to which he is entitled by his move, in both straight and oblique lines.

If, when a player's turn to play comes around, he is not able to play, there being no move open to him, his turn is deferred and his adversary may proceed. If he cannot play again, his adversary may continue, and so until he has no more men left to play with. The game ends when neither player can play. The winner is the one who has the greater number of men of his own color on the boards.

THE RULES.

The player who loses the choice of play the first game begins the second game, the players alternating after that; when a player places his man and reverses one or more of his adversary's men, he must re-

verse all the men which are *en prise* or in a position to be reversed; if a player fails to reverse all the men he can reverse, through an oversight, he cannot rectify his mistake after his adversary has begun his play, except with the latter's consent; again, if he fails to reverse a man his adversary can force him to do so, or, if he thinks it to his interest, permit the play to stand; when a player compels his adversary to reverse any one or more men, the latter has the right to have all reversed which were *en prise*.

A player who has the right to force his adversary to turn a man forfeits that right if he begins to play before exacting it; if a player makes an illegal move or reverses men he had no right to reverse, his opponent can require him to correct the mistake, or he can let the matter stand; if a player reverse one or more of his own men, it shall be optional with his opponent whether he require him to correct the mistake or to leave matters as they are.

If, when a player's turn to play arrives, he cannot move, his turn is deferred; if one player has several counters left when the other has played all his men, the former can play as many consecutive moves as can be played according to the rules.

If neither player can move, although both have a man or men on hand, or if one has played thirty-two men and his opponent is unable to play, although he has men in his hand, it is a block and the game ends.

Onlookers are not permitted to make suggestions nor to call attention to mistakes.

ROYAL REVERSI.

This game is played on an especially designed board, and two, three, four, five, or six persons can play. The counters are cubes whose faces are painted different colors. While the chessboard has four corners the Royal Reversi board has twelve corners.

This game is different from Reversi in that while a player must turn or reverse one man every time he plays, he is not compelled to reverse all the rows to which his move gives him the right. If he cannot reverse a man his play is deferred.

If three persons play, they decide upon their order of play and the color of their men by lot and each takes twenty men. The six central squares must first be covered. The central space is covered with a colorless cube. When four or six play, each should have fifteen and ten men; when five play, twelve men. The game is played just as Reversi is played.

FLINCH.

This is a new game. It has caught the popular fancy, and is being played in many parts of the country. It is copyrighted by A. J. Patterson and the cards are made by the Flinch Card Company, of Kalamazoo, Mich.

The inventors and the manufacturers say, with some show of reason, that the game is simpler than Authors and more scientific than Whist.

THE RULES.

THE PACK.—Flinch is played with a pack of one hundred and fifty cards numbered consecutively from 1 to 15, there being ten of each number.

PLAYERS.—Any number from two to eight may play the game.

DEALING.—Shuffle the cards thoroughly and first deal ten cards to each player for his flinch pile, next deal five cards to each player to play with; each player places his flinch pile face up in front of him, with only the top card exposed.

Previous to dealing, the entire pack may be sorted into hands of five cards each and stacked up criss-cross to keep them divided. It is sometimes advisable among younger players to sort each hand so that it contains no two cards of the same number and no sequence. But this is optional.

PLAYING.—The first player at the left of the dealer having a card number 1, begins the game by laying it on the centre of the table, face up. If he can follow with a 2, he lays it on top of the 1, and so on as long as he can play from his hand, his reserve, or the top card of his flinch pile. If he can play out his entire hand he may draw another and continue to play. If no player has a 1, all the hands are laid down as reserve and new hands dealt. You must play all the ones you have in your hand, and may be flinched for not doing so when you have a chance, but need not play any other numbers unless you wish, excepting your flinch pile, from which you must always play when opportunity offers.

The piles go to 15 and are then removed from the table. When several piles have been removed and all the cards have been used from the stack, and the game is not finished, the removed cards are shuffled and dealt out again to continue the game.

The piles built up on the middle of the table are to play on and not from. How many you accumulate does not count.

THE RESERVE.—When a player can no longer play he lays down a card, face up, in front of him, and the next player to the left proceeds to play. These cards are your *reserve* and are placed side by side until there are five, after which others are placed on top of any one of the five you choose. In playing from the reserve, only the top cards may be played and it is not allowable to look at those beneath.

When a reserve pile is exhausted its place must be filled with the next reserve card laid down to make up the full number (five) of reserve piles. Cards must not be removed from one reserve pile to another.

THE OBJECT OF THE GAME is to get rid of your flinch pile, and the player who first succeeds wins the game. To this end you must play from your flinch pile whenever possible. If you can, but fail to do so, your opponent will call "Flinch," and you will have to draw a card from his flinch pile and place it on the bottom of yours. In case of two or more opponents calling "Flinch" at the same time, draw the card from the pack.

THE SCIENCE OF THE GAME lies in so managing the reserve as to aid yourself in getting rid of your flinch pile and in hindering your opponents from getting rid of theirs. Keep track of the cards buried in your reserve, without referring to them, however; and do not play them out except to benefit yourself or hinder your opponents, but rather keep them until you may be benefited by playing them. Never miss a chance to head off an opponent from playing a flinch card.

IN PLAYING PARTNERS, the same rules apply, except that you are at liberty to play from your partner's flinch pile and from his reserve. You must first play from your flinch pile, then from your partner's flinch pile, then from anywhere you can.

BOURSE.

[*Copyright, 1903, by Flinch Card Company, Kalamazoo, Mich.*]

The pack consists of eighty cards, ten of each commodity—wheat, corn, cotton, oil, beef, pork, mutton, and stocks. For convenience each commodity is numbered from 1 to 10 consecutively.

Any number of people from three to eight may play the game and as many commodities must be used as there are players; for instance, if there are only four players, only one-half of the pack is used.

Shuffle the cards thoroughly and deal to the left, one card at a time, until the pack is exhausted. Each player will then arrange his hand, sorting the commodities to suit his own taste, and decide which commodity he wishes to control. The dealer, when his cards are arranged, calls "play," or an offer to trade by the dealer may be considered an announcement that the board is open.

The object of the game is to secure a hand composed entirely of one commodity. This is accomplished by trading cards with other players. A player offers to trade, and trades any number of cards with any player willing to trade an equal number. This continues until some player completes his hand and calls "sold," which ends the hand and counts one point for the successful player.

The cards are again shuffled and dealt, the deal passing to the left. Continue until ten hands have been played, when the player having won the greatest number of points wins the game. Players do not have to wait their turn to play—all play at once and all talk at once. The player who can make the most exchanges in the least time usually wins the game.

Bourse may be played progressively, and will be found to possess extraordinary merits as a fun producer when played in this way. In playing partners the same rules apply. The partners should first trade cards with each other, to ascertain what commodities are desired by each, and then proceed to trade with other players until one of the partners completes his hand, which wins the point.

NUMERICA.

Numerica is a game copyrighted by the Numerica Company, of Utica, N. Y. This company manufactures the counters used. It is a pleasing game and has been played a great deal lately. Two, three, four, or more can play the game. It is also excellent as a solitaire. The directions as used by the company are as follows:

Each player's set consists of fifty-two counters, of the same color, numbering from 1 to 13 inclusive, four of each number.

One player acts as leader, thoroughly shuffles his counters, places them face downward, from which he calls off the numbers as he draws the counters at random.

All other players arrange their counters in rotation and four of each denomination together, that they may be readily placed in the columns to be formed as they are called.

The leader now calls the number of the counters drawn from the box, and he and the other players each place their own counters in four columns, from which four stacks are to be built of consecutive numbers from 1 to 13 inclusive.

The object is to place the counters in the columns in such a manner as to avoid "shutting in" a smaller number by a larger, for only the last number in any column can be added to the stacks. When 1 is drawn from the original quantity of counters, set it aside as a foundation of one of your four stacks.

Counters must be drawn by the leader until the required numbers for your stacks are drawn or the quantity is exhausted. For example of a "game," should 10 be the first counter drawn, let it head a column; next, if a larger number, let it head another column; if smaller, place it under the number nearest it in value, always remembering to avoid, if possible, "shutting in" smaller by larger numbers. At times this will be unavoidable, but by practice you will discover the best way of disposing of your numbers. Suppose four columns to be thus far formed:

13	13	10	12
12	9	10	3
11	10	9	4
	8	7	3
	6	5	2

When fortune favors you with 1, now build on your 1 by taking 2 from column 4; 3 from column 4; 4 from column 4; 5 from column 3; 6 from column 2; 7 from column 3; 8 from column 2; 9 from column 3; 10 from column 2; 11 from column 1; 12 from column 1; 13 from column 1; and you have one of your stacks complete. Usually you will have two, three, and even four stacks building at the same time, for as soon as you draw a 1 you commence to stack.

This is simply to illustrate the best way of placing the numbers, as you will not always be so fortunate as to draw less numbers to place under greater, and so complications may arise and prevent the successful formation of your stacks.

As the drawing is simply a chance of desirable numbers for your columns or stacks, you will frequently be disappointed in undesirable ones, which, however, must be accepted and placed in the best possible position; and the fortunate drawing of a coveted number will open up the columns in a most unexpected manner, and your stacks will be completed. Continue the drawing until all counters have been placed.

The added numbers on top of your stacks will give your count for the game. It can be played with partners. In this case each player in turn takes the place of the leader and calls off the numbers. It is possible, by placing your numbers in the best way, to make fifty-two in one round of the game. A moderately good player can make fifty-two in one game in three.

Solitaire may be played by the person taking the place of the leader, drawing the counters, face downward, and proceeding as in the regular game.

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